

KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD!

TRPG



ORIGINAL STORY BY
Natsume Akatsuki

ORIGINAL ILLUSTRATION BY
Kurone Mishima

ADAPTATION BY
F.E.A.R.

KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD! TRPG



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characters, places, and incidents
are the product of the author's
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or are used fictitiously
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KONO SUBARASHII SEKAI NI

SHUKUFUKU WO! TRPG

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Konosuba TRPG

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Introduction

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For Support

Support regarding Konosuba: God's Bless-

ing on This Wonderful World! TRPG'

s rules

and data is mainly done through the Gamers Field magazine. For more infor-

mation, please check the listed websites.

On the official website for Konosuba: God's

Blessing on This Wonderful World! TRPG,

you can download PDF files for all the sheets and sample characters.

Fujimi Shobo Official TRPG ONLINE

<https://fujimi-trpg-online.jp/>

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.E.A.R. Online

<http://www.fear.co.jp/>

Konosuba: God's

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orld! TRPG Official Site

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K

onosuba TRPG

⁶

This book, *Konosuba: God's Blessing on This*

TRPG (*Konosuba TRPG* for short), is the rules

playing game set in the w

orld of the novel series *Konosuba:*

God'

s Blessing on This W

onder

ful W

orld!.

Konosuba TRPG is split into the following seven sections.

►REPLAY SECTION

A written record of people pla
ying a session of *Konosuba TRPG*

, called a

replay

. It may be good to read this replay first t

o find out what k

ind of

game *Konosuba TRPG* is.

► CHARACTER SECTION

This section details the character creation process and the information you'll need to do so.

► RULES SECTION

This section contains the various rules necessary for playing *Konosuba TRPG*.

► WORLD SECTION

This section explains, in novel format, the world *Konosuba TRPG* adventures take place in as well as the Adventurers Guild.

► GAME MASTER SECTION

This section contains instructions for the game shortened to GM) and data on the enemies, traps, and other

obstacles that players will have to overcome.

► **SCENARIO SECTION**

This section contains an entire gameplay scenario for your *TRPG*. Only the GM should read this section.

● **APPENDIX**

This is where you

'll find sheets for use during play and the in-

Konosuba: God's Blessing on This Wonderful World! TRPG Replay Section

A replay
is a way
to
re-
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script of

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p playing

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ng cues from

the

m...

Konosuba TRPG

8
8

Pleased to meet you

, ever

yone, and hello to those of y

ou whom I've met

befor

e.

I'

m Akira Ohata, a game designer for this bo

At the time of writing, I'

m headed f

or Kadok

awa

,

s confer

ence room in

lidabashi, T

okyo.

Why

, you ask?

T

o record a replay
y

.

A replay is a written transcript of people playing
op role-playing
game. Since *Konosuba: God's Blessing on This Wonderful World* (*Konosuba*) is becoming a TRPG, we've decided to write a
rule book so you can use it as a reference.

I may not need to explain this to those reading, but *Konosuba*
is a

mega-popular media project spanning novels,
, manga, anime, and

computer games. On top of that, the creator himself is participating

as a player!

The other players joining him are also famous novelists!

...T
o be honest with you
, I'
m pretty ner
vous.

Bracing myself
, I open the conference-room door
, greet everyone with
a cheer
ful hello, and then...

"

Whoa, it
,

s the real Ohata-sensei!"

"I never thought I'
d be able t
o meet him in person like this!!"

...Huh?

"

We

'r

e actually tabletop RPG buddies, and we pl

time!"

"

We play *Arianrhod RPG*, too!"

"I always read the r

eplays you

're in, Ohata-san.

"

...Wh-what?!

"I've been a fan since bef

ore Bennett was even wearing armor!"

R

eplay Section

9
9

* * *

Bennett, incidentally
, was a player character who appeared in a
y
for a tabletop r
ole
-playing game called *Arianrhod*.
If anyone
,

s interest
ed, you can probably find the e-book if you
internet search f
or *Arianrhod Replay*.

That aside...I certainly did not expect the p
first chance they got. (laughs)
With that, allow me to intr
oduce the players who gave me such a
warm reception.

Natsume Akatsuki

He

,

s primarily k

nown for the no

vel series *Konosuba: God's Blessing on This Wonderful W*

orld!. In other words, he's the progenitor of

He also wrote the manga *Kemono Michi* (ill

and Y

umeuta).

Blitz/Kiva

This author is primarily k

nown for the no

vel series *Paying to Win*

in a VRMMO

. They wrote the manga *Gr*

and Lingerie (illustrated by

Elle Y

ozakura).

T

appei Nagatsuki

He

,
s primarily k
nown for the no
vel series *Re:ZERO: -Starting Life in Another
World-* (*Re:ZERO* for short).

T eren Mikami

This author is primarily k
nown for the
novel series *Yuusha Isagi no
Maoutan*. They wrote the manga *Otomeba*
Lastly
, I, Ak
ira Ohata, will be serving as the GM.

Akira Ohata

He
,

s primarily k
nown for his game desig
n work on *Tsurugi no Ma-
chi no Ihoujin* TRPG. He's also worked on the
for several other tabletop r

ole

-playing games and has appeared in numerous repla

ys. His standout character is, as mentioned

,

Bennett, who appeared in the *Arianrhod TR*

These are the five members of the g
roup we

'll be playing with.

Konosuba TRPG

10
10

■ PREVIEW

The adventurers embark on their first-ever excursion.

After accepting a quest from the Adventurers Guild, they set off to

cull some Giant T

oads.

Howev

er

, a conspiracy lurks in the shadows behind this innocuous job

.

What aw

aits them on their first adventure

e?

K

onosuba: God's Blessing on This Wonderful World! TRPG

"F

ortune on This First Adventure

"

GM: ...And that's the preview of the scenario.

All: (whistling)

Akatsuki: We're slaying some Giant Toads,

GM: That's right. This will be all your characters

be starting

ting off with everyone having already grouped

orm a party

t

y

.

Mikami:

Sounds good.

Nagatsuki: I've already had a look at the d
I already want to get. (laughs)

Blitz/Kiva: Ditto! (laughs)

GM:

Wow, you two must love digging into the c
(laughs)

● CHARACTER CREATION

First

, we print out the char

**acter sheets in the rule book to create
the player char**

ac

ters.

GM: There are two ways to create a character
is to use a ready-made sample character to
. T

he

second is to construct your own character
formation you want. I'

d recommend the quick start approach if y

re

in a hurr

y

, but those who want to take their time bui

fect

character will want to go for construction.

Blitz/Kiva: I want to make my own! (everyo

R

eplay Section

11

11

Akatsuki:

There's all this good info here, so I'd like to
things for m
yself.

Nagatsuki:

Yes, absolutely. I can't wait to see how much
dreaming up is possible in *Konosuba TRPG*.

GM: Then let's create your characters from

Blitz/Kiva: I can't wait!

After that, we examine what classes, skills, a
able and create the play
ers'

characters.

F

or more about character creation in *Konosu*
, please consult
page 94.

Konosuba TRPG

12

This page will explain the process you go through when creating a character from scratch.

The play-

ers in the replay follow

ed this process to create

their characters.

●Choose a Race

Player characters (sometimes ref

erred to as PCs)

in *Konosuba TRPG* will choose from one of the

following three races: Reincarnated P

erson, Native

Inhabitant, and Crimson Magic Clan Member.

▼Base ability scores

Choose a race to determine your base ability

scores and fill these out in the appropriate column

on your character sheet.

▼Bonus points

Y

ou get five bonus points to allocate to your base

ability scores. After allocating them, determine

each base ability score'

s ability bonus by dividing

the ability score by three and rounding down. F

ill

these out in the appropriate column on your char-

acter sheet. (Example: A base ability score of 9, 10,

or 11 would yield an ability bonus of 3.)

●Choose a Class

Choose any one of the twelve classes. Some

options include: Warrior, Priest, Wizard,

Thief,

Adventurer

, Archer

, and Rune Knight.

●Choose Skills

Select which skills you want your character to have.

▼Racial skills

Acquire one skill from those provided by your cho-

sen race. It must be labeled as Timing: On cr

reation.



General skills

Acquire two general skills at level 1.



Class skills

Acquire 5 levels

,

worth of skills from your class

skills. During character creation, no single skill can be above level 2.

●Determining Your Final Stats

Y

our chosen class and skills may provide increases to certain ability bonuses. Fill these out in the appropriate columns on your character sheet. This will determine your ability scores, which you should also fill out in the appropriate column.

●Acquiring Items

Characters possess 500 KE in spending money upon creation. Before beginning the game, purchase any weapons, armor, and other items necessary for adventuring from the item lists.

●Secondary Ability Scores

Determine your secondary ability scores, used mostly for combat, from your ability scores and your equipment:

▼Maximum Hit Points (HP)

Max HP = Base Strength Ability Score + Class'

s

Starting HP + Any Modifiers from Skills

▼Maximum Magic Points (MP)

Max MP = Base Mind Ability S

core + Class'

s Start-

ing MP + Any Modifiers from Skills



Action Points

Action Points = Ag

ility Ability

y Score + Perception

Ability Score + Any Action Point Modifiers from

Equipment + Any Modifiers from Skills

▼Movement

Movement = Strength Ability Score + 5 + Any
Movement Modifiers from Equipment + Any Mod-
ifiers from Skills

● Blessings

Blessings are powers that will let you stand against
fate—

or make it your ally. Main characters in sto-
ries will always have Blessings.

On creation, a player character has five Blessings.

● Deciding on a Background

Y
our character

,
s Background includes their name,
age, and gender
, as well as past accomplishments
or adventuring goals.

▼ Life Path

A character

,
s Life Path r
epresents their personal
history. It comprises their Origin, Circumstances,
and Goals.

Y
ou can determine each of them by us-
ing the corresponding lists, either picking entries
randomly or by choice.

- Origin: Describes things like where your character
is from

- Circumstance:
What k
ind of circumstances your
character was in

- Goal: What your character

,
s objective is
For character origins
, there is a separate list for
each race.

▼ Name, gender, age

Players may decide their character'

s name, gender,
and age at will. F
iguring out their ex
ternal appear-
ance will also be useful.

Character Creation

R

eplay Section

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Konosuba TRPG

14

● ACQUIRING CHEATS

GM: Now I'd like to confirm something with you.

Blitz/Kiva: What is it?

GM: I've put together a certain game mechanic to make the original work more faithfully.

.

All: Oooh!

GM: This game actually has an optional rule.

Blitz/Kiva: What kind of optional rule?

GM: In order to replicate the original world, I've added cheats, of a kind, available to you.

.

All: Cheats?!

Nagatsuki: You mean the stuff that's always been coming invincible by using modern knowledge to bring the dead when killed?!

GM: Yes, exactly that. There's even a Return by Death.

Nagatsuki: I want to use that!

Return by Death is the name of the special ability of the character.

of *Re:ZERO* has.

GM: However, these options all pretty much

Mikami: How so?

GM: While cheats can power up your character with strong items

, if I pit you against an enemy made to counter them, you could accidentally wipe the party

ty

... I

t

,

s perfectly possible.

Akatsuki: I...I see...

Mikami: So that's what you meant.

GM: Still, they're useful options for making the game more fun, so I'

d like you to responsibly decide if you want to use them or yourselves whether you want to use them.

Akatsuki: Let's use them!

GM: All right, then. Each of you can choose your own path.

● **CHARACTER SELF-INTRODUCTIONS**

Eventually
, we finish making everyone's
characters. I've
decided to have
each player introduce their character
.

R eplay Section

15

CLARION HEAT T GILBERT

Player: Natsume Akatsuki

GM: Let's start with Akatsuki-sensei's character

.

Akatsuki: Okay. My character's name is Clarion Heat Gilbert. He

,

s

a Priest from the Axis sect, and his race is Native Inhabitant—born and raised in this world.

GM: Oh, a Native Inhabitant, huh?

Akatsuki
(hereafter “

Gilber

t"):

He

,

s seventeen years old

. His Or

igin

is Secret Agent. Despite being born
the sixth son of an aristocratic fami-
ly

, he was told to investigat

e the Eris

Church and ended up infiltrating it.

Even now

, he adventures in order to

take the church down.

GM: He'd be fine making an enemy
of the Eris sect—the largest religion
in the world, huh?

Gilber

t: His Circumstance says he

has a

"best friend,
"

apparently
, so he
,

s
someone in this par
ty
,

s best friend.
(laughs)

GM: Wonderful. We'll decide who
will be your best friend once charac-
ter introductions are done
.

Gilber

t: His Goal is defeat the De-
mon King. He received a divine r
ev-
elation while tr
ying to pr
event the

Church of Eris from distributing rice
to the poor

.

Mikami: ...The Eris Church didn't
do anything wrong
, did they?

Gilber

t: Well, I believe they're evil.

Character

Level: 1

Race: Native Inhabitant

Class: Priest

Life Path:

Ori

gin: Secret Agent

Circumstance: Best Friend

Goal: Demon King

Cheat:

Villainous Energy

A Native Inhabitant Priest. D

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Axis

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which worships the goddess Aqua.

Now wor

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CLARION CLARION

HEAT HEAT

GILBERTGILBERT

Konosuba TRPG

16

Now that I've received divine guidance, I'm going on a journey to fell the

Demon King, spreading terrible rumors about

Mikami: What did you choose for your character?

Gilbert:

t: I went with Villainous Energy, so I have a lot of charisma. (laughs)

GM: His face is so scary, he can cause an opponent to flee once per scenario.

Blitz/Kiva: That's strong! Can't wait to see him in action.

GM: In exchange, he has to pay twice the price for his purchases, since people want to avoid him.

Nagatsuki: Ahh, because he can't get mercy from his

Gilbert:

t: And his Circumstance is Best Friend even with his enemies.

GM: I see—I get it. (laughs)

CHIHO SUZUKI

Player: Blitz/Kiva

GM: Then let's move on to Blitz/Kiva's character.

Blitz/Kiva: Okay. My character's name is Chiho.

teen-year

-old girl reincarnated into this world from another world.

Her class is Adventurer.

er

.

GM: Thank you—it's easier to explain to them.

is like when one of the players is a Reincarnated Player.

Blitz/Kiva

(hereafter "Chiho")

Chiho

): The cool thing is that the Adventurer

class can have skills from other classes!

Nagatsuki: That's a pretty attractive prospect.

Gilbert

t: But it must have a drawback, right? (laughs)

GM: As a bonus, the Adventurer class has a special

default, which gives them one extra Blessing.

All: Oooh!! (laughs)

Chiho: My Circumstance is Sickly, and became to shut herself in. She liked watching videos

-

opened to go out one day for a walk while watching one on her smartphone. And then, just as expected, she gets hit by a truck and reincarnated.

That
,

s why her Origin is
Video.

GM: Don't walk while looking at your smartphone.

R

eplay Section

¹⁷

Chiho: And then the goddess
Aqua gave her new life.
After Chiho
praised her name up and down,
Aqua made her physically stronger

,

too, and now she's
really healthy

.

(laughs)

Gilber

t: Ahh, Aqua would probably
do that. (laughs)

Chiho: Her cheat is Sacred Treasure Holder:
Weapon.

With Aqua in
a good mood after all the brown-

nosing, Chiho was given the giant, powerful sword named Clarent. It

s a great sword with the adjustments in Sacred

Tr
easure Holder: Weapon
applied to it. Chiho

s Goal is Quest—she was told to use the sword to

defeat the Demon King.

Nagatsuki: Aqua's certainly asking a lot of someone who only recently became hale and hearty

!

Chiho: Chiho doesn't think it's a lot. Also, her sword is so big that she can't carry it, so it's hooked to her waist with a chain.

GM: The main disadvantage is that without the Sacred Treasure, Chiho gets $-2d6$ on all checks, so it makes sense.

Chiho: That's why it never leaves her side. She has a lot of skills from other classes, too. I want to show ever

yone how good the Adv
enturer
class is.

GM: Excellent. Thank you.

Character Level: 1

Race: Reincarnated Person

Class: Adventurer

Life Path:

Origin: Video

Circumstance: Sickly

Go

al: Quest

Cheat: Sacred Treasure Holder: Weapon

A Reincarnate

d Person hit by

a truck

and

reborn in this world. Sickly, she tended to stay

inside, but af

ter

praising the goddess

Aqua, she

acquir

ed he

alth an

d a giant

sac

re

d s

wor

d.

CHIHO CHIHO

SUZUKISUZUKI

Konosuba TRPG

18

O

T

OHIME MIT

ARAI

Player: T

appei Nagatsuk

i

GM: Mr. Nagatsuki, would you mind introd

Nagatsuki: Yes, my PC's name is Otohime

GM: ...And he's male?

Nagatsuki (hereafter Otohime): Yes, he's

nated P

erson

Warrior

. H

is parents named him Otohime, even thou

s

a feminine name

, purely because they liked how it sounded

GM: Ah, so one of those *I named you after a*

Otohime: Yes. Despite his moniker, he's taken care carefully about everything, in purposeful decisions decided their child's

name so arbitrarily. He always considers every

Chiho: Let's not give our children cheap names

Otohime: His Origin is Truck. While always day

, he spotted a girl walking

with her eyes down on her smartphone (everyone laughs)

Chiho: You mean my Chiho?!

Otohime: Is that all right?

Chiho: Of course!

Otohime: It was the only shocking thing that happened in his life. And then to top it all off, he died.

The whole thing was kind of traumatizing for him.

GM: I would think dying once is enough.

Otohime: His Circumstance is Goddess's Summon Return by Death from the goddess Aqua, but

, really doesn't
want to die.

The downside of it is that if he uses it, he lo

Gilber

t: To think the writer of *Re:ZERO* would refuse
back to life
... (laughs)

GM: You can return from death, but you st

Otohime: He has no actual Goal—other th

GM: I sense he has a strong will. Moving on

TEMIREN

Player: T

eren Mikami

GM: Mikami, would you introduce your cha

R

eplay Section

19

Mikami: All right... My name is

T

emiren! Daughter of the gr
eatest

bathhouse owner of the Crimson
Magic Clan!!

Gilber

t: Someone from the Crim-
son Magic Clan, huh? And named

T

emiren... (laughs)

Chiho: Sounds like a name I've
heard somewhere bef
ore.

Mikami

(hereafter T

emiren): She's

a sixteen-year-old girl whose class
is

Wizard

. Her Origin is Spell-
Caster

,
so she was likely trying to become
a higher-class Arch-wizard while
studying as a
Wizard

.
GM: I see, I see.

T
emiren: I grew incredibly bored
of the stagnant lives of the Crimson
Magic Clan. And somewhere along
the way
, I encountered shoujo manga.

GM: Shoujo manga?!

T
emiren: Well, my Circumstance is
Quiet Life
. Now

T

emiren is totally addicted to shoujo manga and adores them. (laughs)

Otohime: So while she was bored of her humdrum existence, she found shoujo manga and got addicted to all the thrills in them.

T

emiren: She idolizes that sort of romance

—and then she abruptly met a cer

tain man with a mean-looking face. (everyone laughs)

Gilber

t: I see!

T

emiren: In shoujo manga, no character with such a frightening visage

Character Level: 1

Race: Reincarnated Person

Class: Warrior

Life Path:

Origin: Truck

Circumstance: Goddess's Secret

Go

al: No Goal

Cheat: Return by Death

A young man who has lived v

er

y, ver

y

care

fully.

One day, he was h

it by a truck tr

ying to save

Chiho Suzuki, who

was look

ing down at her

smartphone while walking. Aq

ua gave hi

m

another chance at l

if

e. Not wanting to die is still

the main

driver o

f his actions.

OTOHIME OTOHIME

MITARAIMITARAI

Konosuba TRPG

20

is actually a bad person! I

t

,

s common sense!

GM: I guess that does happen pretty often

T

emiren: And since that happened, I'd like to have
an adventure

.

Gilber

t: Sure, let's go with that.

T

emiren: My Goal is Friendship. It's still not over
meeting with Gilber

t will turn into something more
, though.

Gilber

t: It's right out of a shoujo manga. (laughs)

T

emiren: Her cheat is Destructive Magic Power

that

,

s specialized in destruction. Once per scene
the damage of a magic attack.

Gilber

t: That's some firepower...

T

emiren:

In exchange, the mag
ic attack costs twice as much. I

t drains a

lot of MP

.

GM: Thank you. Since we've finished our se
on.

● CHOOSING LIFESTYLES

GM: Now it's time to decide on your Lifesty

Otohime: Lifestyles?

GM: It's a rule where each character choos
they

'r

e given starting money in accordance with

T

emiren: Question! If we live together, does it work?
ing?!

GM: Unfortunately, no. (laughs)

T

emiren: Oh... I wanted to stay with Chiho and her
ditures.

GM: The rules don't allow any clever plans. The
Lifestyles can range from living as royalty to residing in a stable. It also
gives modifiers to your HP and MP.

.

T

emiren: I'll settle for insisting that Gil and I are
Gilbert

t: ...To be honest, I want to be staying there. The
sect values *don't worry about tomorrow until it's too late*
after all.

GM: Talk about a shortsighted philosophy.

T

emiren: Basically, you can do anything you want.

Gilber

t: Still, I'll tolerate what Temiren wants, since

R

eplay Section

21

revelation and everything.

T

emiren: My prince and I will live economy-style. It

,

s the pic

ture-

per

fect scene! How wonderful! 🎵

Chiho: I'll go with economy, too!

Otohime: I'm fine with living simply.
Keeps costs down.

GM: All right. Now that you've all
decided on a Lifestyle, let'

s move on

to the next thing.

●FORMING A PARTY

GM: Now that everyone has
created a character and decided on
a Lifestyle, we

'll be starting in a state
where you
've already f
ormed your
par
ty
. So let
,

s decide in advance
how everyone met.

T
emiren: I was with Gil from the
beginning.

Chiho: And Chiho and Otohime
were together
, too.

Otohime: I doubt I'd like it, so let's
say you
,

re forcing me t
o come along
with you.

Chiho: In that case, Otohime and I probably join up with Gilbert and Temiren after hearing they're trying to defeat the Demon King.

We were told to do the same thing by the goddess Aqua, so joining forces is probably for the best.

Otohime: Aqua might have told us directly, too. Aqua,

is sort of hanging around here no

w. (ever yone laughs) *Konosuba TRPG* takes place

Character Level: 1

Race: Crimson Magic Clan Member

Class: Wizard

Life Path:

Origin: Spell-caster

Circumstance: Quiet Life

Goal: Friendship

Cheat: Destructive Magic Power

A girl f

ro

m the Cr

imson Ma

gic Clan. He

r f

amily

apparently runs a bathhouse. At

some point, she

happened upon shoujo manga and now idolizes

the worlds depicte

d

in them. Fol

lows the sc

ary

-

face

d Gil

ber

t in the belief

that he is her prince.

TEMIRENTEMIREN

Konosuba TRPG

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around the time Kazuma was reincarnated
The players might be able to meet the goddess
qua herself if she
happens to be hanging around.

Chiho: ...W-well, still, we'll need to save u

Otohime: That's right. And the fastest way

Gilber

t: On our side, we can say that Temiren is the
following me

.

T

emir

en: A man suddenly showed up with a scar
my destined soul mate
, so...! (laughs)

Gilber

t: Temiren, eh? That name is pretty tough to
I demand to see the one who invented
ed the Crimson Magic Clan
,

s weird
aesthetics!

All: It was you!! (everyone laughs)

GM: Playing dumb like only the original cre

Chiho: ...Anyway, lots of stuff is going on,
been looking at the job postings! ...D
oes that work, GM?

GM: Yes, that should be fine.

Having gotten the play
er characters'

backstories hammered out, it'

s
time for the GM to do what a GM does

.
The setup is all finished. F

inally, the adv

enture will begin, starting with
the Opening Phase.

R

eplay Section

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Opening 1: A Request to Slay

T

oads

Axel—the town where fledgling adventurers gather

.

Among so many others are four particular figures, about to embark on their first journey...

GM: Time for the Opening Phase. The first is heading to the Adventurers Guild in Axel and taking on a quest.

All: Okay!

GM: You've already learned the basics of wandering, so your eyes probably go to the job postings on the board naturally

.

Gilber

t: Well, it is our daily routine.

Otohime: I run to the quest board, then people
involve dungeons

.

They

'r

are too dangerous—I don

't want to go in dun-
geons! (laughs)

Chiho: Hey, don't you think you're being too

Gilber

t: Hmm... Is there a quest meant for a first-

GM: As you peruse the board, others come
left with just one.

Otohime: Oh. I guess we'll have to go with
something pretty safe—something that didn
't get any other adventurers ex-
cited.

Chiho: That's a bad thing, you know.

GM: Here is the quest.

◆ **Quest Description**

"Slay the Giant Toads"

T

type: Eliminate

Limit: 3 days

Reward: 100 KE +

Requirements: None

Details: "Giant Toads have come down from the mountains attacking the farms. Please get rid of them."

Clear Conditions: Defeat at least 4 Giant Toads by the end of the Climax Phase.

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Quest Effects: None

Note: Eris is a form of currency. For reference, 1 yen. *KE* stands for *kiloeris*, and one of them

Otohime: Giant Toads, huh? I wonder how dumb)

Chiho: They're toads, so they can't be large (also playing dumb)

They

,

re pr

etending, as r

reincarnated characters, that they don't know

.

The players ar

e familiar with the *Konosuba* series, so they ant

T

oads are like, but their characters don't.

Otohime: Even so, they're still attacking far

four—

won

't that be dangerous?

Chiho: Then I will take three of them.

All: Ooooh! (impressed)

Gilber

t: ...Will you be okay, Chiho?

Chiho: I'm totally different from the girl I used to be.

reborn into a healthy body

, I want to use that strength to swing this great

sword around

around to my heart

,

and I'm

Otohime: Who's going to slay the last one?

Chiho: ... (looks at Otohime with expectation)

Otohime: Wh-what are you looking at me for?

attack farms?

That's

the way to

be so dangerous!

Chiho: I'm sure a toad or two will be quick to

Chiho.

Otohime: Wait—I didn't save you! We just dying.

Chiho: Not only did you save me, but I also being reborn.

GM: While you two are discussing that, the ist comes over

.
“

Will you be taking on that request?”

Otohime: We're carefully considering it.

GM: “It is an urgent quest, so please decide

Chiho: It does have a limit of three days, af

Otohime: The person who made the requ

R

eplay Section

²⁵

lution, too.

T

emiren: (to Gilbert) My prince, my prince!

Gilber

t: Are you talking to me?

T

emiren: Yes, because you're my prince, Gil

for

ever

.

Gilber

t: I see. I'm probably not used to it yet.

T

emiren: You always want to take on those
that involve the undead and stuff

. Let

,

s go beat up some Giant T

oads f

or
once! T
oads!

Gilber

t: Toads, eh...? I wasn't feeling it, but then
In Aqua

,

s voice:

"

Thou shalt slay the toads.

"

(ever
yone laughs)

Chiho: And if she's saying so, it's got to be

Gilber

t: It was divine providence! I accept this rec

T

emiren: You're always so passionate, my p

Gilber

t: I get on top of a table and declare to all t
there:

"Hear me, one and all!

The goddess Aqua has designated that all toads are her enemy!"

Chiho: Then we'll accept the quest. Does that mean words of caution for us?

GM: "Only that we'd like you to resolve this quest for adventurers of your level."
"

T

emiren: Then let's all go get rid of those Goblins!

Otohime: If someone's in need, there's no time to waste!

Chiho: Did you not want to come along, Otohime? It's been three whole days

.

Y

ou might die of starvation in the meantime.

Otohime: Th-that's right! If I'm with you all the time,

Gilbert:

t: What kind of gear did Otohime have again?

Otohime: Protective clothing, sorta?

GM: Protective wear brought from modern times would look like metal armor.

.

Gilber

t: In that case, I'll tell Otohime that toads do eat people.

Otohime: Ahh, I see! That's a relief!

T

emiren: Everyone's so good at handling Otohime!

Gilber

t: We're all on the same page then! We agree!

GM: "Good luck out there!"

T

emiren: Bye! We'll be back soon!

Konosuba TRPG

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Middle 1: Before Setting Off on the Adventure

The part

y has accepted a quest from the Adventurers Guild to

exterminate

some Giant

T

oads.

However

, there

,

s one thing the

y absolutely need to do before

setting

out.

GM: Now, you'll be leaving soon, but...

Gilber

t: GM, I think there's something we need to

GM: Oh? And what would that be?

Gilber

t: Can we go shopping?

Otohime: Ohhh, good on you for realizing
should be able to gain an advantage if we

Chiho: Always go shopping before an adv
you
,

re lo

w-level. It

'll raise your survival rate.

T

emiren: The round-trip journey will take a
maintaining two days to take care of the toads
. Do we have time f

or shop

-

ping?

Otohime: Are Giant Toads nocturnal? It's n
a day to get there
... I guess it'

s not possible to get back on the second
d
a

y.

Gilber

t: I wonder. You can't rely on time and geo in this world... (laughs)

The original creator said so himself

.

GM: Let's say there's time to go shopping.

All: Hooray!

GM: (showing them the item lists) These are for shopping.

Chiho: In that case, I'll buy two manatite (X

T

emiren: You use that much MP?

Chiho: When I use Heal, yes.

GM: You could also buy them for someone

R

eplay Section

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Chiho: And I might get Gil's Bless skill on m
After discussion, Chiho buys 2 manatite (XS
for them.

Otohime: ...Chiho, there's no telling if we'
there
,

s something I want to t
ell you while I have the chance.

Chiho: Wh-what is it?

Otohime: Well, back when you got hit by t

Chiho: ...Ah. I know. (everyone laughs)

Otohime: My heart just skipped a beat!

GM: Chiho doesn't mind, huh?

Chiho: No, since it's thanks to that whole c

Otohime: ...Otohime's probably mentione
fore.

T

emiren: So Oto has been worried about it
is actually thankful.

Otohime: I can't believe she went through
hope that doesn
't mean she
'll be careless going forward...

Chiho: Just leave it to Chiho! My Oath Skill
give me +1d6 on attack damage

.

Oath Skill

While the user

,

s target is in the same Scene
, the user gains 1d6 to all their
attack damage.

This effect lasts until the end of the scenario.

This skill allows the user to swear an oath to
have f

or the sake of one person.

Otohime: I'm guilty for letting you die, so I
get of your Oath Skill. As long as it doesn
't affect my survival! (ever
yone
laughs)

GM: Then Chiho's Oath Skill's target is now

T

emiren: Urk, now I'm jealous! I grab Gil's arm
my prince!"

and then I pound the wall right next to him

All: The

kabedon! (everyone laughs)

Gilber

t: Wh-wh-wh-what do you want?!

T

emiren: Come on, give me a little something

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two!

W

on

't you whisper into m

y ear? I can

't use my mag

ic power other-

wise... Even though I ha

ve Destructive Magic Pow

er

... (monotone)

Gilber

t: I swear, you Crimson Magic Clan people

T

emiren: Come on, come on! Just a little bit

Gilber

t: I smack her! (everyone laughs)

All: You smack her?!

Gilber

t: I'll beat some sense into you myself!

T

emiren: ...Ow! But...you still were kind enough when I asked you to!

Everyone seems to be getting along.

Gilber

t: ...Wh-what a disaster.

Chiho: What's wrong?

Gilber

t: As a follower of Axis, I've never felt this pain. It has no effect at all on

T

emiren. She

,

s hopeless...

Chiho: Everything you do ends up being a problem.

Gilber

t: (praying) Lady Aqua, please grant me your power. I, Crimson Magic Clan Member become a prayer.

Chiho: Bet Lady Aqua's listening from right now.

GM: Well, Gilbert doesn't know Aqua is in town.

Otohime: Anyway, if we defeat the Giant T

Gilber

t: Yeah. I will not yield!

GM: Okay. Once you're done shopping, it'll

Otohime: Are we going there on foot? I feel
dangerous. C

ould injure our knees, or
... (muttering)

Gilber

t: Well, we don't have the cash to buy a car

T

emiren: You can just leave Oto be.

Chiho: ...I guess that's it—we're done sho

GM: Now that you're finished shopping an

T

oad extermination, we'll end the Scene. Or
, *please* let me end it.

(laughs)

Middle 2: Deathmatch with Gigan

tic

T

oads!!

The part

y

, having taken the job to exterminate Giant

T

oads, travels

for half a day t

o the mountain farms.

The many co

ws and pigs seem

right at home surrounded by the abundan

R

eplay Section

29

all is not as it seems.

GM: Next Scene. You've arrived at the farm
you about half a day to get into
the mountains from town.

Gilber

t: What's the situation like?

GM: There are animals here, like cows and
wrapped around their bodies, and they're b
y.

Y

ou see

Giant

T

oads, bigger than the livestock, behind the

There are

three in

total.

Otohime: They're that massive?!

Chiho: I didn't realize Giant Toads would be

Otohime and Chiho continue this lighthearted

ted role-playing for a bit.

Gilber

t: All of them are enemies of the goddess! I
mace in one hand and run!

T

emiren: Yes, my prince! ♪

Chiho: Yes, my health!

And so the player characters enter combat

Otohime: Hey, wait! Shouldn't you all be a

Chiho: But we already resolved to act.

Otohime: Don't you have anything to prep

T

oads?!

Gilber

t: No. I have faith in my divine patron!

Otohime: I see... But those Giant Toads—
amphibians, are they?!

Chiho: I mean, that's what they look like.

Otohime: No, well, they're giant, but... This
I pictured. In my mind, they wer
en

't swallowing cows and pigs whole.

Chiho: Well, you'll have to broaden your understanding over the course of this adventure.

Otohime: But these are the first things we see, or something small?

Gilbert:

t: There's plenty of enemies in the world beyond this.

Otohime: This is why I hate *isekai*! (everyone else)

Konosuba TRPG

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* * *

Coming from the creator of *Re:ZERO*, those words really carry weight (laughs)

GM: ...Should we enter combat like this?

Gilbert

t: Oh, wait, should we not?

GM: There's no reason to wait. I just figured out how to make checks, for the replay

. But you were all so smooth about it that I missed my chance. (laughs)

Chiho: Akatsuki-san (Gilbert) seems to be handling him halfway. (laughs)

GM: It certainly seems like it. In that case, re-making checks will be explained on its own to that.

(laughs) Let's get into battle.

R

eplay Section

31

In *Konosuba TRPG*, characters go on adventures and take a variety of actions with uncertain outcomes.

Y

ou roll dice to perform action checks, which decide if an action succeeds or fails.

■ Basic Checks and Opposition Checks

Checks come in two forms: basic checks and opposition checks.

● Basic Checks

Basic checks form one of the fundamental rules of the game.

Y

ou use the following process to per-

-

form them.

▼ Declare a check

When a player wishes to do something with an uncertain outcome, the GM decides what ability score to use for that check based on the situation.

For example

, if a player were trying to lift a heavy object, the GM would determine that the check would use Strength. If a player were trying to notice something, they might use Perception.

▼ Difficulty decision

For every basic check, the GM sets a difficulty level, or DL, to represent how challenging success is.

Refer to the Difficulty Level

T

able on page 205 for how to measure difficulty

.

▼ Perform a dice roll

A

dice roll is a general term for the act of rolling one or more dice. F

or checks, the player rolls 2 six-sided dice (2d6). Certain situations, character conditions, or skills may allow a player to roll more dice.



Critical

If any two of the dice rolled come up as sixes, the check automatically succeeds.

This is called a

critical, or **rolling a critical**.

▼ Fumble

If any two of the dice rolled come up as ones, the check automatically fails.

This is called a **fumble**, or

rolling a fumble.



Calculating the total score for the check

After rolling, add the designated ability score to the dice roll.

This is the total score for the check

,

and it determines how effective the player's attempt at the action is.

s at-

tempt at the action is.

T

otal Check Score = Ability Score + 2d6

▼ Success vs. failure

The GM compares the player's

total check score to

the check's difficulty level. If the total score is equal

to or exceeds the difficulty level, the player has

passed the check, and the action succeeds. If it

's

less than the difficulty level, the action fails.

Difficulty Level ≤

T

otal Check Score = Basic Check

Pass

Difficulty Level >

T

otal Check Score = Basic Check

F

ail

●Other Adjustments

The GM may modify the difficulty level, number of dice, or the total check score based on the situation the character is currently in.

■Opposition Checks

An opposition check is used to determine the results of one character making a basic check against another character



Action and reaction

When performing an opposition check, the char-

acters are split into an action side and a reaction side, dubbed **actors** and **reactors**.

▼If the reactors cannot make a check

In some cases, those on the reaction side will not be able to perform a check. I

f this happens, their

total check score is automatically treated as 0.

▼Victory and defeat

Once the action side and reaction side have both rolled and determined their total check score, decide the outcome of the opposition check.

Whichever character has the higher total check score wins, and that character's action succeeds.

This is called **winning** the check, or simply

victory. Otherwise, the character will

lose the

check (or be **defeated**).

▼Reaction priority

If the actor and reactor get the same total check score, the reactor wins.

This is called the rule of reaction priority. It

,

s also used when both players

roll a critical.

▼Fumble

If the action side fumbles, the reaction side doesn't need to make a check; they automatically win. If

the reaction side fumbles, the action side wins. If

you need a total check score f

or a character who
has rolled a fumble, use 0.

Chec

k

s

Konosuba TRPG

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■ BEGINNING COMBAT

GM: All right, we're entering the first round.

Gilber

t: Great! Let's do it! For Lady Aqua!

About Comba

t in *Konosuba TRPG*

Combat in *Konosuba TRPG* takes place over these rounds, players and NPCs will move, attack, defend, etc. to simulate battle.

Please refer to the summary for more details.

● FIRST ROUND

GM: First, the setup—the three Giant Toad group is called an Engagement.

Gilber

t: We players understand it, but let's explain

to

o.

GM: Yes, that would help me out. (laughs)

Chiho: If they're all in the same place, that
out with area-of-
effect attacks!

Otohime: But if we go into their midst, we
have put ourselves in a position wher
e the three Giant

T

oads can attack

us, too

.

GM: That's right... You really know a lot ab
characters to be placed as a single Engage
from the three Giant

T

oads'

Engagement, but...

Otohime: I got left behind, huh? (laughs)

GM: Yes. The others all ran on ahead, so...
meters from the Giant

T
oads,

T
emiren and Chiho are five meters awa
y

,
and Otohime will be ten meters from them

Chiho: Changing the combat positions be
thing?

This really is *Konosuba*-like.

Gilber

t: Yeah, with the GM using rule arbitration v
silly

.
GM: Let's take care of the Setup Process.

R

eplay Section

33

R

eplay Section

33

Combat in *Konosuba TRPG* takes place over a series of rounds. Here is an explanation of the process that players will follow during a fight.

● Rounds

Combat is divided into rounds. Each round is made up of 4 different stages: the Setup Process, followed by multiple Initiative Processes and Main Processes, and finally, the Clean-up Process.

.

▼ Ready

A ready character is one who hasn't had their Main Process this round.

▼ Spent

A spent character is one who has already had their Main Process this round.

.

▼ Knocked out

A knocked-out character is unable to continue combat. Any character who is knocked out cannot take any actions or make any checks until they are no longer knocked out.

▼ Death

When a knocked-out character fails their death check, that character dies. Dead characters are removed from the game.

◆ Setup Process

The GM should announce the beginning of the

round and confirm which characters are in the Scene and where. All present characters are now in a ready state and gain the ability to act during this round (during their Main Process).

◆ **Initiative Process**

Select the next ready character to act based on descending order of Action Points

. If all charac

ters

are spent, go to the Cleanup Process.

◆ **Main Process**

The character selected during the Initiative Process may then take a move action, minor action, and major action in that order

. Once that character

,

s Main Process is done

, they become spent.

Then the game returns to the Initiative Process

.

▼ **Move action**

Move actions are used mainly for exactly that—movement.

There are several types: combat movement, full movement, and withdrawal.

- Combat movement: moving cautiously within the thick of battle

- F

ull movement: moving at max speed; sprinting

- Withdrawal: moving to leav

ean Engagement

▼ **Minor action**

Minor actions mainly comprise preparing for, supporting, or strengthening a major action.

▼ **Major action**

Major actions are usually attacks. Checks can only be performed as major actions.

◆ **Cleanup Process**

The Cleanup Process is f

or handling things that

come with the end of a round. Once that'

s fin-

ished, if combat has not ended, move t

o the Setup
Process f
or the next round.

● **Reactions**

Actions taken in response to major actions, such as defending against an attack, are called reactions.

● **Free Actions**

Actions that can be taken just by telling the GM that you wish to do so.

These don't use any other actions.

Y

ou can use one free action per Main Process.

Combat Process

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First Round: Combat Diagram

EngagementEngagement
ChihoChiho
TemirenTemiren

Giant

Toad B

2m2m

Giant

Toad A

Giant

Toad C

EngagementEngagement
OtohimeOtohime
3m3m
5m5m
GilbertGilbert

Action Poin

ts

Gilber

t

9

T

emiren

6

Otohime

5

Giant

T

oad A, B, C

5

Chiho

3

GM: We're now in the Setup Process for the first round. Does anyone have a skill they can use at this time?

All: Not really.

GM: The monsters don't, either. After the Setup Process comes the Initiative

Pr

ocess. During this part, we decide

which ready character—that is, a char

acter who hasn't acted yet this round—will take the next Main Process.

Chiho: The one with the most Action Points.
Gilbert:

t: Great. Now that I've spotted my enemy, I'll attack it. I use a move action to move five meters and battle Giant

Toad A. I don't do a minor action, and my major action is "God's strike!"

When I add my Dexterity to my mace

's hit modifier, it gives

me a hit check of 3. I'll roll 2d6 for it and add them up. (rolls dice) I rolled a 4!

That brings the total score for my hit check to 7.

What a low roll!

Otohime: Does that mean the toad dodged?

GM: Its dodge check is 2d6+3. (rolls dice) V total score on the dodge check is 14!

Gilbert

t: What?! It's so fast!

GM: The Giant Toad jumps out of the way, its incredible footwork.

Gilbert

t: My mace hits the ground and makes a little normal toad!"
(laughs)

GM: It sticks out its tongue and wags it as if

Otohime: Gilbert's the decoy. We've got so

sters with magic back her
e anyway!

R

eplay Section

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T

emiren: That's right. And the Crimson Mag from a fight!

GM: The next character to act is Temiren.

T

emiren: My name is Temiren! Daughter of owner in the Crimson Magic Clan. She who

T

emiren introduces herself in a very Crimson agic Clan-like way!

T

emiren: If I choose this area (points) for Ma Giant

T

oads, right? My major ac
tion will be F
reeze Gust.

Otohime: Can't you choose up to four targ
hit Gil, too
, if you wanted.

T

emiren: I would never do that!

Otohime: But isn't that how it usually goes?
hur

t him, and then nurse him back to health.

T

emiren: Oh, maybe that would work! ...W
supposed to do?! (everyone laughs)

Gilber

t: ...I believe in you, Temiren!

T

emiren: Got it! I would never try and gain m
charade like that! (rolls dice) I rolled well
. My hit check is 21.

GM: They're probably not dodging that. (ro
not.

All three Giant

T

oads per

formed their own dodge checks, but none
them could beat

T

emiren

,

s total score of 21.

T

emiren: (rolls dice) It does 17 ice magic damage. Dazed debuff

.

GM: Their Magic Defense is 2, so each of them takes 15 damage. Dazed debuff

.

T

emiren: Now that they're dazed, they'll be easy to hit. No more space.

Otohime: And while they're befuddled, I can use my extra number of Action Points to hit them more. I'll use 3 Action Points on them!

GM: Yes—player characters always go first. The enemy

,

s Action Points.

Konosuba TRPG

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Otohime: I use my move action and my movement and engage Giant

T

oad A. I

've weighed the advantages and disadvantages of attacking now, and the advantages will win out...

Though, there

,

s no guarantee I will

on'

t trip and die!

"Leav

e this to me!"

I sa

y,

attacking Giant T

oad A! (r

olls dice) My hit check is 13.

GM: (rolls dice) They get a total score of 10

Otohime: (rolls dice) 15 points of physical

GM: You do feel like you hurt it, but...it turns out you have a skill called Special Physical Resistance. It has 10 extra points of Physical Defense against certain types of attack—in this case, blunt and hand-to-hand.

Otohime: Then when I swing...

GM: It bounces off. But you still did 2 damage.

Otohime: It blocked 13 damage?! "I was told this for nothing

...

"

I start
to cry
ying.

"I

t

,

is all over! Everything!
They
're going to
o

eat us! If only I hadn't pulled this request off the quest board...

(ever
y-
one laughs)

T

emiren: We're still okay, Oto! My prince will

The only one

T

emiren is worried about is Gilbert.

GM: Now it's the Giant Toads' turn. They'll use their move action.

Their major ac

tion will be a hand-to-hand attack

.

Otohime: They really are gonna eat us!! (ev

GM: If they deal damage with an attack after

Giant

T

oad and the swallowed character will be un

-
form dodge checks.

Otohime: I don't taste good!! You'd rather
all his life!

Gilber

t: No! Someone who was reincarnated here
probably crave!

T

emiren: Ahh, what an ugly argument!! (lau

GM: Giant Toad A aims for Gil.

T

emiren: My priiince!

Gilber

t: I'll be fine. They're dazed.

GM: The dazed penalty means they can on

R

eplay Section

³⁷

die) Its total score is 9.

Gilber

t: (rolls dice) Total score for my dodge check is 9. I feel a bit of relief.

) It

,

is the same, so I successfully dodge!

When the total scores f

or a hit check and the dodge check are the same, the reactor doing the dodge always

.

Gilber

t: ...Dodged just in the nick of time.

T

emiren: My prince, you're so cool!

Chiho: ...Just making sure, but these *are* enemies, right?

GM: They are supposed to be fairly weak, y

Otohime: And yet look at this bloodbath. (

GM: Giant Toad B also uses Swallow, trying to eat you. (rolls dice) It attacks Otohime.

Otohime: Why me?! Please fumble the check!

GM: (rolls dice) It gets a total hit check score of 1.

Otohime: (rolls the dice) A fumble...?!
F

umbles and Criticals

If two

of the dice rolled for a check come up as 1, the check automatically fails regardless of its total score and is called a fumble.

On the other hand, if two of the dice rolled for a check come up as 6, the check is called a critical and automatically succeeds.

T

emiren: Oooooooooooooo?!

Chiho: Otohime!

GM: Giant Toad B gulps you right up. Your turn is over.

ing out of its mouth. (laughs)

Otohime: Uwaaahhh!

Otohime has been swallowed by a Giant

T

oad.

His legs flail from its mouth.

GM: Otohime is now unable to move or m

he

,

s swallowed

, after all.

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Otohime: Whaaat?!

Chiho: And now Gil's words come back to eat metal armor

...

Otohime: Gilbert! You tricked me! (everyone

Gilber

t: There's no time for that right now!

T

emir

en: My prince already warned everyone that toads! He

,

s innocent!

Gilber

t: D-did I...?

He did.

GM: If Otohime can pass a Strength check during the Setup Process

, he

'll successfully get himself out.

Otohime: That's so high!

Chiho: Well, it's not like you have zero chance.

Otohime: But I probably won't be getting the rest of the fight... (laughs)

GM: And then Otohime takes damage. (rolls dice)

Otohime: That's so much! Even with all my

Gilbert

t: Should I put up Saint Shield in that case?

Chiho: It would be more efficient to use Holy Barrier. Saint Shield is a Priest skill that reduces damage by 50%.

, but in some cases, it costs less MP to use Holy Barrier than Saint Shield.

Gilbert

t: I'll conserve MP. Just hang on, Otohime.

Otohime: A-all right. I'm trusting you...

GM: Giant Toad C attacks Gilbert. (rolls dice)

Gilbert

t: (rolls dice) 10 on the dodge check. Got off.

GM: You're really cutting it close, huh?

Chiho: Last is Chiho's turn. I use a full move action to swing my claymore.

e. F

or a brief moment, she'

s worried she'll hit

Otohime, but then she figures that'

s fine with her and slashes with all

her might!

Otohime: You have to be kidding!

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Chiho: It's because I'm healthy!

Otohime: That's not healthy—that's havin

GM: Don't worry—the rules don't say anyth
hitting Otohime. (laughs)

Chiho: (rolls dice) Okay, I hit. (rolls dice) 27

GM: Since you use a two-handed sword, th
Resistance doesn
't come into play
. I

t falls to exactly 0 HP and dies.

Chiho: Ohhh, I got it!

GM: When you take it down, it spits out Ot
lowed, though, so it uses Digest during the
rocess and does 10
straight points of damage to you.

T

emir

en: ...Aren't these Giant Toads kinda stron

Otohime: Let's go home! (firmly)

Chiho: Because the toads only make noise

to go home to our parents?

Otohime: Shut up! (laughs)

T

emir

en: It's okay! My prince still hasn't been hit!

Otohime: But look at what happened to m

T

emir

en: Still, seeing you work so hard, Oto... I k
(laughs)

Otohime: I literally almost died!

GM: Anyway, that ends the first round. Let's

● **SECOND ROUND**

Action Poin

ts

Gilber

t

9

T

emir

en

6

Otohime

5

Giant

T

oad A, C

5

Chiho

3

GM: We'll start with the Setup Process. If nobody has anything to declare during

it, then we can skip to Gilbert's

Main

Pr

ocess.

Gilber

t: I attack Giant Toad A, of course!

Second Round

: Combat Diagram

a

m

ChihoChiho
GilbertGilbert
TemirenTemiren

Giant

Toad A

Giant

Toad C

Engagement
Engagement

OtohomeOtohome

5m

5m

R

eplay Section

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(rolls dice) 13 on the hit check.

GM: It all depends on the dice roll, then. (rolls dice) 12 on the dodge check and fails it.

Gilber

t: Am I going to damage it? (rolls dice) I hit it for 14 damage.

GM: It takes 1 point of that.

T

emiren: Wow! My prince attacked, and it was barely standing!

Gilber

t: Only 1 damage went through...

T

emiren: Hmm? *Ahem*. It's barely standing!

Gilber

t: Witness the power of an Axis follower!

GM: The Giant Toad is looking at you like, what?

T

emiren: I'm up next. I'll use Magic Blast, the

action.

“

This is my ultimate power! And I can't use another one!”

(rolls

dice) 15 on my hit check.

GM: Giant Toad A...(rolls dice)...dodges w

All: Whaaaaaaaaat?!

Otohime: This...this is no normal toad!

Gilber

t: It did dodge my attack before, too.

GM: Giant Toad C...(rolls dice)...fails to do

T

emiren: (rolls dice) 21 damage.

GM: With that damage...Giant Toad C just

Otohime: Then I should finish Giant Toad C
after weakened opponents is my specialty
(rolls dice) 14 on my hit check.

GM: (rolls dice) Dodge check is 9, so it fails

Otohime: Great! (rolls dice) What? 9 damage

GM: Your attack bounces right off it.

Otohime: ...I'm gonna die, aren't I? (everyone

GM: Now it's the Giant Toads' Main Process
the loss of its friend, attacks with Swallow

.

Otohime: Gee, I wonder who it's going to

GM: I'll roll and find out. (rolls dice) Hmm..

Chiho: (gestures toward herself with her h

Otohime: Don't rile it up! It hasn't been hit
have any debuff

s! (laughs)

Chiho: Not to worry—Chiho is really health

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Otohime: I don't think that has anything to

GM: It goes after Chiho, who looks easy en
dice) Good roll. It got a 15 on its hit check.

Chiho: Just need two sixes, right? I'm really
dice) I fumbled it?! (everyone laughs)

Gilber

t: It's because you got overconfident!

F

umbles happen even to the healthiest amo

.

Otohime: Cover! ...Er, wait. Maybe if she g
acting so recklessly.

GM: The damage could take her down, tho

Otohime: Unfortunately, even though the
body moves on its own. Co
ver

.

GM: Otohime is using Cover to protect Chi
Instead of Chiho getting hur

t, Otohime takes 26 points of damage.

Otohime: 26?! 10 of it gets through.

T

emiren: He protected Chiho...

Gilber

t: Can I use Saint Shield?

GM: Yes.

T

emiren: We're done holding back!

GM: Just as Otohime is about to be swallowed, a barrier suddenly appears. If it reduces the damage to 10 points, Otohime won't get swallowed.

t: ...Seven.

Otohime: Great! Get that 10 points and stop!

Gilber

t: (rolls dice) ...Seven.

GM: Crash! The barrier shatters. Otohime is swallowed.

All: Otohimeeeeeee!! (laughs)

Otohime has once again been swallowed.

T

oad.

Otohime: Uh, welp... (laughs)

Gilber

t: It's your fate at this point.

GM: Now, on to Giant Toad C. It'll just go for
pretty easy to eat.

Otohime: I use Cover again! (laughs)

GM: W-well, according to the rules, you can

R

eplay Section

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R

eplay Section

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(rolls dice)

The hit check is a 9.

Chiho: (rolls dice) I got a 9 exactly!

GM: Chiho dances out of the way.

Chiho: I can't let Otohime get digested any

T

emiren: Looks like it's your turn, Chiho.

Chiho: I crouch, then slash at Giant Toad A

don

't need F

eint. I use Quick-Draw

T

echnique, then use m

y major action

to attack with my weapon.

"Health or nothing!"

(laughs) (rolls dice) My hit

check is a 10!

GM: The Giant Toad can't evade since it's b

Chiho: (rolls dice) 24. That's 40 points of da

GM: It only blocks 5, so it takes 35 points an
digesting Otohime.

Chiho: Are you all right?

Otohime: Cough, cough... I hack up the s
think I'll be okay...

GM: Which brings an end to round two.

●THIRD ROUND

Action Poin

ts

Gilber

t

9

T

emiren

6

Otohime

5

Giant T

oad
C

5
Chiho

3

GM: Now we're in the Setup Process for the third round

. If nobody has anything to do, A

ction Points will determine the Initiative Character

. First up is Gilbert.

Gilber

t: I naturally attack Giant Toad C.

(rolls dice) I swing my mace and get an 11 for the total score on my hit check.

GM: (rolls dice) The dodge check is 11 exactly!

Otohime: Hey, it evaded it!

T

hird R

ound: Co

m

b

at D

iagr

am

ChihoChiho
GilbertGilbert
TemirenTemiren

Giant

Toad C

Engagement
Engagement
OtohimeOtohime
5m5m

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Gilber

t: The soul of Giant Toad A went into this o

GM: It's making a face like, *I can't let them d*
him...!

Otohime: So you do want to eat me! (trem

T

emiren: I see everyone playing with the to
ter

, "
,

Ah, y

outh...

"

Gilber

t: Oh, I see. You don't have any MP.

T

emiren: Nope! ♪ For my turn, I wait! (every

GM: Next up is Otohime.

Otohime: I don't know how much it'll do, I

16 on the hit check. T

hat

'll hit for sure!

GM: (rolls dice) It gets a 13 on its dodge ch

Otohime: Great! Go to Hell! (rolls dice) 17 p

GM: It takes 4 and falls down, defeated, at -

Otohime: We did it! We won!

All: (cheering and applause)

Otohime: ...With my knees shaking, I say,
like... I've never wanted t

o lose or win before. I

've been scared to lose

even if winning meant becoming king of th
ought.

But this is what triumph feels like... Maybe
eat the De

-

mon King, too.

"

(everyone laughs)

GM: Looks like at least one of you is pretty

T

emiren: What a little kid! (laughs)

Gilber

t: Getting swallowed by those toads helped

Otohime: All right, it's off to the Demon King
the Climax Phase?!

Not yet.

Gilber

t: Calm down. All we did was dispatch a few

T

emiren: Yeah.

GM: You're not done with the quest yet, ei
of the last one.

Otohime: Ugh, there's still another one of

Chiho: Toads are completely traumatizing

GM: Since the enemies have all been defea

R

eplay Section

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* * *

GM: As a result of the battle, everyone gets enemies.

After combat ends, play

ers roll 2d6 to see what a defeated enemy

drops. P

layers can then take these drops back and

.

GM: Roll 2d6 per each slain monster to det

Chiho: Gil should roll for Giant Toad A.

Gilber

t: Okay. (rolls dice) 6 total.

GM: Toad mucus. Three portions. You can it for money

.

Otohime: You didn't get that off me, did y

Chiho: You can sell that stuff?

GM: I believe it's used for making medicine

Chiho: Wonder if it's one of those *Yes, we p*

Otohime: Apparently, it keeps the skin mo
ent in per
fume. I'll r
oll for Giant
T

oad B. (rolls dice) Got a total of 9.

GM: Toad meat. Worth 5 KE.

T

emiren: I'll go next. (rolls dice) 12.

Gilber

t: Wow! That's the highest you can get.

GM: High-quality toad meat. 300 KE.

T

emiren: 300?! That's some amazingly good

Chiho: It does look good. Are we going to

Otohime: Don't be stupid! We should put

T

emiren: I'm looking at my prince with eyes
to praise me—and that clear
ly tell him I'
m the one who beat the toads!

(everyone laughs)

Chiho: Gil, you should tell her she did a go

Gilber

t: ...Nice work.

Chiho: One more time!

Gilber

t: Then I pat Temiren on the head.

T

emiren: O-ohhhh?! Yes!

Gilber

t: In exchange, we're donating the money
(everyone laughs)

T

emiren: Of course, my prince!

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Gilber

t: Talking slick to a girl and then getting her
Ha-ha, I really am the worst... (every-
one laughs)

Chiho: It's okay! It keeps it interesting!

Otohime: Anyway, that was one tough battle.
After slaying the Giant
T

oads and retrieving their loot, the party
heals
up and then continues its adventure

.

Middle 3: Man

V

ersus

T

oad?

The deadly fight against the three Giant
T

oads has concluded.

Even Otohime, who was on the verge of being
wed and was

dripping in toad mucus, somehow survived.

After they finish healing, the party

begins searching for

other Giant

T

oads.

GM: So you've all rested and recovered, right?

T

emiren: Oto, that was good work!

Otohime: I'm washing my face in the river.

T

emiren: You can make Giant Toad mucus into
fume!

Otohime: That so? I thought I was going to

GM: After you take a break, the farm's owner
who put out the request.

"Something wrong here?"

he asks.

Chiho: Ummm, right—the toads showed up

star

ted fighting them.

GM: "Uh, that would make you the advent

T

emiren: That's right. This one's my prince.

GM: "Prince...?" he says, confused.

T

emiren: Hee-hee. It's a secret. (everyone la

GM: The farm owner...needs a name. Let's

T

emiren: That's easy to remember. (laughs)

GM: "Those toads have been making life n
nowhere

, destroy things, kidnap livestock—and peo

...

"

Chiho: I knew they were brutes!

Gilber

t: We got revenge for you!

Otohime: ...Wait. But they tried to eat me

R

eplay Section

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people without eating them then and then

,

s off

.

GM: Make an Intelligence check. You want
ceed, Arm F

owner will reveal mor

e.

Otohime: (rolls dice) I got an 8 just on the

T

emiren: (rolls dice) 14.

Chiho: (rolls dice) 8 here.

Gilber

t: My Intelligence is pretty high at 4. (rolls o

GM: Everyone succeeds. Arm Fowner has e

T

oads, but you noticed something wasn
't right. Giant

T

oads generally

only attack to eat, not abduct people.

Otohime: Yeah, definitely strange. I was abduct

Chiho: Do Giant Toads kidnap people?

GM: "I, uh, actually don't know the details.
person.
"

Otohime: Meaning you ran away as soon as
Y

ou made the r

ight choice to survive. Hanako and Momoko
o the cows

won

't hate you f

or it.

GM: "...You understand me."

T

emiren: Maybe the monsters didn't abduct

They did it because they thought they found
laughs)

Gilber

t: Can toads have cows as soul mates?

GM: "Hanako had a bull husband already, s

T

emiren: Stolen love...! But that's not some jo manga.

Otohime: That would turn it into a josei manga story line.

T

emiren: Yeah. It's too graphic! Out of the question!
Gilbert

t: I see! I'm sure the Church of Eris, after falling responsible for
or this! (laughs)

GM: "What?! The Church of Eris did this? But you're so kind..."

Otohime: Fownner-san, I understand how you have a good idea to speak well of the Eris Church. I'll follow right in front of you.

GM: "...Let's stop talking about it."

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Chiho: You like to stay away from religion.

GM: "Say, I think one of the Giant Toads you wrote up a letter

.
"

All: A letter?!

Chiho: How curious. Let's have him show it.

GM: The letter reads as follows:

To
Humanity:
This is only the beginning

.
Giant
Toads are the true rulers of this world.
We
will change the world
of humans.

Chiho: Whoever it is, they're really hopping mad.

GM: Smirk... (full grin)

T

emiren: ...What should we do? They're en

Chiho: They were certainly bold enough to
top challenge.

Otohime: We just fought toads that are sc
as we know it? Given how tough they were
, I guess that follows.

Chiho: Still, if we beat just one more, that's

Gilber

t: Oh, right. Our mission was to defeat them
reward

, whether the

y want t

o over

thro

w the world or not!

T

emiren: They might eat us again, you know

Chiho: If they try, Chiho will protect you!

Otohime: How can you ever know what it
heat in your body

, it just drains away so quickly... (everyone

Chiho: Oh, I can take getting eaten. I didn't fight, after all.

Otohime: No, I'm the only one who should

Gilber

t: Giant Toads are the enemy of Lady Aquadess. L

et

,

s hunt them down. Didn't

't you all feel Lady A

qua'

s anger? She

will not tolerate any t

oads on this far

m!

Otohime: Didn't know she had such a thin

Gilber

t: Okay, so since we need to hunt for clues

T

oad, can we gather information or anything

GM: Yeah, let's say you can. Let's make this

R

eplay Section

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where you can search for knowledge.

Otohime: Let's check for toad tracks first.

Gilber

t: You can leave that to me. I have Tracking

T

emiren: I never expected anything less!

GM: Please make a Perception check. And to
o.

Gilber

t: I have 3 Perception. Tracking Skill adds 10
in all, that's
3d6+3. (rolls dice) My total score is 11.

GM: The Tracking Skill you've been fostering
of an aristocratic family and Axis follower
has borne fruit!

Gilber

t: Yep, I've been polishing my skills ever since

Chiho: Even though a toad is the suspect?

T

emiren: If one has a just heart, then it does not matter if the suspect is human or not!

Chiho: I see. That's Gil for you.

T

emiren: Despite my prince's face, he's a real hypocrite when it comes to animals.

GM: He's going to be slaying a toad, though.

T

emiren: Especially when it comes to mammals.

GM: I see, so he's cruel to amphibians, then?

Chiho: He'll put an umbrella over a rain-soaked toad.

T

emiren: Yep. That situation probably would have worked out for him anyway.

.

GM: Anyway, I'll tell you what you've gleaned from the tracks.

Y

You examine the tracks and see that they're leading to the castle.

o a nearby mountain.

Gilber

t: Great. Let's follow them.

The part

y heads for the mountain, pursuing the Gia

T

oad footprints,

with Gilber

t in the lead.

GM: Following the tracks, you discover a ca

footprints lead into it, and you can see mar

ound indicating

that a cow was dragged inside.

Gilber

t: I see—so it's in there. All right, let's go!

Konosuba TRPG

50

T

emiren: Right behind you!

GM: The Scene ends as you all enter the ca

Middle 4:

T

o the Ca

ve

,

s Depths

The part

y arrives at the mouth of a cave after follow

T

oad'

s wake.

They can

't see very far be

yond the wide entrance, so they'r

e just going

to have to ent

er and investigate.

GM: You've entered the hollow. It's pretty dark. If you don't have a lantern or anything, you'll take penalties.

Chiho: We had a light in our adventurer's s

Otohime: Penalties? Guess we'll have to be

Gilber

t: Are you staying outside, Otohime?

Otohime: I'd appreciate it if you guys used your strength to overcome my weak heart and drag me inside. (Everyone laughs)

Gilber

t: We're already here, and now he's being a

Chiho: It's okay. Chiho will be right beside

Otohime: Yeah... Without me there, you'll be unable, so I feel like

I should probably go with.

Chiho: From Chiho's perspective, not having power goes down by 1d6, so if possible, I'd like you to come.

Otohime: You're talking about the extra di
right...?

Chiho: To Chiho, that's pretty important.

Otohime: I'd rather someone tell me that I
for appr
oval. If ever
yone says admits they
,

d prefer I was around
, I'll go!

F
ine then! Uwoooooh!

GM: Stir up trouble, then take the credit. I g
Otohime, uh,
"lead"

as you guys advance
. (laughs)

Gilber

t: Let's go, too.

T

emiren: Yep.

GM: You'll be entering a dungeon now. It's

Scene where you
'll do some dungeon-
delving.

Otohime: At last.

GM: From here on, everyone will be movin

R

eplay Section

51

areas.

T

ypically

, each one will be treat
ed as a single Scene.

Gilber

t: Got it.

GM: This Scene is over, then, as you proceed

Middle 5: Challenge the

T

rial of Intelligenc

e

The part

y proceeds deeper into the cave

.

There ar

e marks on the wall where torches used to

. Curious-

ly

, the floor is also made of stone and seems
e
good that someone is lurk
ing in this place.

GM: You all continue to the next chamber.
signs of alteration to the natural structure
.

Otohime: Seems lived-in, huh?

Chiho: Like someone's modified a naturally
T

emiren: How exciting!

Gilber

t: That does mean it's more than likely they

Otohime: I see Hanako's hoofprints here!

T

emiren: They spell out *al-moo-st there*, don't

Gilber

t: I get it. Because she's a cow.

GM: Unfortunately, she didn't leave a mess
deniable feeling that everything has been l
The floor is pav
ed,

even. A thick door lies sealed at the back of
't seem like
you
,

d be able to destr
oy it.

Otohime: Did they put it here specifically s
way in?!

GM: It's got Lock B on it. The kind you can't
ative. In the middle of the room, there
,

s a fruit hanging from the ceiling,
with a chair and a stick sitting underneath i

Gilber

t: This... It's a challenge! They're daring us
T

emiren: My prince, there's fruit growing.

Gilber

t: Everyone, stay calm. This is an Eris follow
T

emiren: It is...?

Chiho: Seems like the perfect time for trap

T rap Det ec tion

Some traps spring after a certain action is taken, such as moving an

Konosuba TRPG

52

object or opening a door
, and are detectable.

Y

ou can discover them by
passing a trap detection check.

Chiho: I can't reach the fruit with my hand.

Otohime: Chiho, it looks like you're supposed to.

Chiho: ...A, um, a tool?

GM: Actually, as you're all making a ruckus,
somewhere.

Otohime: ...We're making a ruckus. (laughs)

Gilber

t: We let ourselves be too defenseless. Can
ing we

,

re making noise.

T

emiren: We got careless even though the

GM: It's a man's voice, slightly muffled. "The
sen one is having the intelligence to wield

. Go on—try and take the fruit.
"

Chiho: Can I make an Intelligence check to use the stick?

Otohime: What an underestimation! (every

GM: To explain, if you succeed a hit check and stick, you can get it to fall. However, the chair looks pretty unstable, so you'll take -1d6 to the hit check

.
The difficulty level is 10.

Chiho: So it's treated like a weapon hit?

GM: That's right. The stick acts as a weapon

Otohime: That means I'm up.

Chiho: Chiho's just going to worry about hitting fruit using the stick. (laughs)

T

emiren: Wait, we still don't know what kind

Otohime: You've got me, so it should be fine

there

,

s, like, an explosion.

T

emiren: What's gotten into you, Oto?

Otohime: I'm thinking this is my chance to
of you.

T

emiren: So cool... My heart just skipped a

Otohime: I position the chair, then do a ru
fruit! (rolls dice) I got exactly 10!

GM: Your foot nearly slips, but you manage

R

eplay Section

53

Chiho: I never would have thought of using

Otohime: Listen up. This is great for cleaning

Gilber

t: O-oh... (laughs)

GM: Otohime also gets the fruit as an item
1d6 MP

.

Otohime: I think I'll give it to Temiren.

T

emiren: Yay! I'm eating it right now.

GM: That was fast! (laughs)

T

emiren: (rolls dice) Ohhh, I recovered 6 po

Otohime: Hey, this is a fruit we found in er

T

emiren: But it's also a fruit that a boy gave
really leaves a lasting impr
ession.

Chiho: And that's the important part. In sh

GM: You hear a ding-dong sound go off at the door. You must overcome the Trial of Intelligence. Now come deeper and take your first step toward changing the world.

Chiho: I see—because we demonstrated our intelligence.

Gilbert:

t: ...Did we, though? Well, whatever.

Otohime: And now we'll save Hanako and the others.

GM: There is literally nothing written in the book about the cow (everyone laughs)

The cow's name was actually just ad-libbed.

Chiho: Before we open the door, I'll do trap-setting.

GM: Go ahead.

Chiho: "I bought this!" I say, happily taking out the dice.

Chiho: "I bought this!" I say, happily taking out the dice.

Temiren: I'll roll just in case, too. (rolls dice) & the results are...

GM: Neither of you sees anything in particular.

T

emiren: Looks like it's probably safe!

Chiho: Yes. There is absolutely nothing dangerous.

Otohime: The thought *They don't eat meta* again... (everyone laughs)

Gilber

t: Anyway, let's open the door.

GM: It opens without any fanfare.

Konosuba TRPG

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Gilber

t: Great—let's keep going.

GM: Now that you've overcome the Trial of the next Area.

Middle 6: Over the Acid Lake

e

After splendidly besting the

T

r

ial of Intelligence, the party

y heads to the

next room.

In front of them is a lake with smoke

e hissing up from it, blocking their

w

a

y.

The pool appears to be filled with acid.

GM: Venturing ahead, you all arrive in another room.

,

s water in the middle of the floor
. Audible steam is rising from it.

Chiho: A hot spring?

GM: Since it'd be obvious upon sight, I'll tell you.

Chiho: So not a hot spring. This seems significant.

T

emiren: Everyone, make sure to stay away from here.

Gilbert

t: You know what's going on, Temiren?

T

emiren: I'm the daughter of a bathhouse owner, and I've seen a lot of things, but not to seeing things like this.

Gilbert

t: Ah, I see.

GM: There's a lifeless toad lying next to it.

Gilbert

t: A toad?

GM: Still a young one, it seems.

T

emiren: ...A child toad? Not a tadpole?

GM: It's basically just sprouted legs.

Gilbert

t: Does it seem dangerous?

GM: It's quite obvious that the acid got it. T
and it
,

s unable to fight.

Otohime: Maybe it crawled back up after f
meet the same fate...

GM: The same voice as before echoes from
like humans.

What you need is incredible jumping ability
w your
strength and jump over the danger
ous lak
e!"

Otohime: How wide is it?

GM: About five meters.

R

eplay Section

55

Chiho: That's pretty far...

Otohime: Maybe not, if you took a running

GM: If you want to try, you'll be doing a Str
you can make it over

.

Y

ou could do other things to increase your j
ing distance, but if you fail
, you'll splash right down in the acid lake and
take damage.

Chiho: I see. In that case, leave this to Chiho

Otohime: Wait a minute. Can you really do

Chiho: I have a 4 in Strength.

Otohime: I suppose that means you need

Gilber

t: Time for a Blessing, then?

GM: If you spend a Blessing, you can add 1

Otohime: What happens if we use Purifica

GM: ...I see what you're going for. I'll allow

All: Ohhhhhh?! (claps)

GM: In that case, if you can pass a magic check, the lake can be purified, and you can get by without taking any damage.

Chiho: Chiho is just gonna jump for now.

Otohime: Still?!

Chiho: If you detox it before I do, it's fine. Heh.

Otohime: Chiho, it's dangerous! Purification is a dangerous process.

Gilbert:

t: I'll use Bless on Otohime. (rolls dice) I got a 12. That's a good follow-up.

er of Axis, I can

't allow an acid lake to exist.

Otohime: Which means I can roll 3d6 for the power of a chosen one!"

(rolls dice) P

assed with 18! Pshhhh!

GM: The lake turns into clean water.

Chiho: (rolls dice) Passed the jump check with a 12. Just barely on the other side!

Otohime: Did you see the power of Purification? That lake now!

T

emiren: Now that it's fresh water, I'm going

GM: Fishing?! It just got purified—there's n

T

emiren: My Fishing Skill is just for hanging
myself

. It

,

s ok

ay if there

,

s no fish.

GM: Urk... All right, fine. (laughs)

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* * *

F

ishing Skill allows the character to relax with some fishing

, recovering

MP

.

The GM may decide the player can

't use it, because there

are no fish,

but in this case, the player's

explanation was funny

, so the GM allowed it.

T

emir

en: The smell of sulfur is kinda nostalgic.

Gilber

t: Is that how you're recovering MP...?

T

emir

en: (rolls dice) Highest you can get. And m
helping each other out. Ahh, boys being fri

GM: Sounds like something other than you
up. (laughs)

Chiho: Chiho is over, Otohime got rid of th
restor
ed!

This was good for everyone.

GM: As you're doing that, the voice returns
exceeded human limits...

Y

ou

've transcended humanit

y itself

. Continue

fur

ther

.

This is the second step to changing the w
orld.

"

T

emir

en: Guess we should get moving.

GM: You cross the detoxified acid lake and means this Scene is over

.

Middle 7: Mystery of the Laboratory

The part

y

, having crossed the once-deadly pool, proceeds into the next chamber

.

What they find is a space filled with things
cines as well as experimental equipment.

Evidently

, someone was doing some sort of research here.

GM: Now then, next Scene.

T

emir

en: I'm so calm now that I went fishing!

GM: With Temiren relaxed, you all arrive in a room. There's a lot of items in it, but in particular, you see disposable objects like flasks and beakers about.

This looks like a laboratory.

There's

also a box in the middle of the room, covered in viscous fluid.

The floor is covered in it, too. It clearly looks like a trail from many a toad having passed through here.

**T
emir**

en: Ewww, it's all sticky...

GM: To know more about this room, you'll need to check. The difficulty level is 12.

R

eplay Section

57

T

emiren: (rolls dice) Passed!

Otohime: (rolls dice) I passed it as well.

Chiho & Gilbert: (roll dice) Nope...

GM: Temiren and Otohime can tell these a

T

oad eggs.

There

,

s some growth promot

ers among the equipment.

Otohime: It looks like someone's using this

T

oads.

T

emiren: My prince, I want that!

GM: There's an awful amount of slime near

and fall if you get close. Make an Agility che

T

emiren: I think it's best for a girl to go!

Gilber

t: You're doing it, then?!

T

emiren, however

, fails her Agility check

.

She slips and falls—and now she

,

s cover

ed in slime.

GM: You slip and splash down into the gun

now you

,

re covered in slime

. I

t won

't affect your stats or an

ything, but

you

'll stay slimed until the end of the scenario.

T

emiren: Ugh, I'm soaked in this slimy stuff.

Gilber

t: There's a good chance she planned for the

Otohime: By the way, what was in the box?

Chiho: I'll try opening it.

GM: The box is locked.

Chiho: Can I break it?

GM: If you attack it and do 20 damage, it'll

Chiho: Can I use Destruction Skill?

GM: You're so aggressive. Yes, you can. (laughing)

Chiho: I'll do some damage. (rolls dice) 40.

T

emiren: 40?! You'd practically send me flying!

GM: There's a click, and an explosive trap triggers.

with DL 13 to avoid taking damage. None of you

about trying

ying to detect traps, so

... (everyone

laughs)

Chiho: We never did! (laughs)

T

emiren: Oh, I got knocked away by Chiho.

the explosive trap?

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GM: It's fine, you don't have to take damage.

Gil & Chiho & Otohime: (roll dice) Failed!

Otohime: I use Cover on Chiho!

GM: (rolls dice) Then please take 15 physical

Cover

, you

'll take

twice whatever damage you couldn't

block with Physical

Defense.

Otohime: I can block 16 physical damage.

GM: Ah! Then you don't take any at all. The

characters are still standing.

Otohime: I told you so! We have to use trans-

formation

of things from

nothing happening.

Chiho: You never said that.

Otohime: I...guess I didn't...

Chiho: I almost believed you for a second.

Gilber

t: And I, the person most removed from the use Saint Shield. (rolls dice) 9. 2 points of damage.

Otohime: You should be fine with 2 damage.

Chiho: Amazing... Just goes to show how

Otohime: No! It was the power of friendship.

Chiho: Neither of those words meant anything.

GM: Didn't associate much with other people.

Gilber

t: Thanks to Lady Aqua's divine protection, a couple scrapes.

T
emir

en: I look at how frazzled my prince's hair is supposed to have that kind of hairstyle.

”

Gilber

t: You're only worried about my hair?! (laughs)

Chiho: Anyway, what's in the box?

GM: There's five...what used to be rubies or was now

.
Otohime: That's a lot!

GM: You'd have gotten all five if you'd disa
since you failed, y
ou can only take the t
w
o rubies that sur
vived

.
Gilber

t: Well, we already have the high-quality to

Otohime: If not for that, I'd be having a me
T

emiren: Eh-heh-heh.

GM: That was the only thing you didn't exp

Konosuba TRPG

60

Chiho: So the high-quality meat is working health.

GM: And then the door in the back opens.

Chiho: From the explosion, I wonder?

Otohime: Ohhhh!

T

emiren: Can we take the sticky toad mucu in town, right?

GM: I'll let you bring 1d6 of it. It's worth 1 K

Chiho: (rolls dice) ...2. If 1 is 1 KE, that's no

T

emiren: It's a good beauty product, you kn

Chiho: I smear it all over my face.

T

emiren: Why?!

Chiho: You said it was a beauty product, d go hand in hand.

T

emiren: Ahhhh, you're growing more beaut making you shine. (laughs)

Otohime: Be serious here!

Gilber

t: Anyway, let's move on.

GM: You pick up the two rubies from the b
then we move t
o the next S
cene.

Middle 8: Ambition of the

T

oad King

Leaving the laborat
or

y

, the par

ty marches deeper into the cav
e.

The paths ahead are still dark, but there is a
side.

It leads to a rather unique room...

GM: The passage you follow continues, bu
en door

.

Otohime: After all that, a wooden door?

GM: There's the passage, and kind of off to
wooden door

. If you open it, we
'll do a Scene for what'
s be
yond it; other-
wise, we can pr
oceed as you are.

Chiho: Chiho knows better now. I do trap o
door

.
Though, if I fail, it
'll spring the trap...

R

eplay Section

61

T

emiren: Do you want me to roll instead?

Otohime: Shouldn't whoever's got the bes

T

emiren: It wouldn't matter in our case. Chi

Chiho: I do!

T

emiren: Then go ahead.

Chiho: (rolls dice) 8.

GM: You don't really see anything.

Chiho: Nothing here!

Otohime: Hmm. Nothing triggered, so it's
Click!

GM: Inside is a regular chamber. There's a b
por

trait also sits atop the desk.

Chiho: This room is nicer than Otohime's, h

Otohime: Yes—all I have is a bed.

T

emiren: Are you going to look for traces of

Gilber

t: First, I'd like to do an Intelligence check on

GM: Okay, go ahead.

Gilber

t: (rolls dice) Total score of 14.

GM: It's a picture of a person with a toad's

They

,

re not an Eris follow

er

, but they are one of the Demon King's

s forc-

es—a lowly scientist named F

rogger

.

T

emiren: Huh, the Demon King's forces, you

Gilber

t: Have I seen this person before?

GM: Yeah.

Chiho: It's said the Demon King has 108 de

GM: Nah, Frogger's just one of the thousand

T

emiren: My prince can remember thousand

Otohime: That is very like an Axis follower.

Gilber

t: Heh. Axis followers are nothing if not per

T

emiren: Yeah, since they're all *must destroy*

GM: You recognize Frogger but don't know

Apar

t fr

om that, there'

s a journal on the desk as well. It says, *Secrets*
not read.

T

emiren: Let's check it out! Reading a journal
shoujo manga.

Gilber

t: Should we do it without asking?

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62

Otohime: I think we can just chalk it up to
T

emiren: Oh yeah, that would work. I could
then it flies open for me to r
ead. Oh noooo! I dropped the journal by

accident. (monotone)

Chiho: Ah, you dropped it, and now we've
(also monotone)

Otohime: The owner's private life is going
mishap.

GM: It tells the story of a human named Fro

All: A human?

GM: Well, former human, I should say. Frog
adventurer

. One day

, he stole a certain Sacred

T

reasure

e—a je

wel.

T

emiren: ...A Sacred Treasure?

GM: It says in the journal that the sacred jewelger wished to become a king.

Gilber

t: King?

GM: Yes. But this Sacred Treasure generally wrong. A

s a result, F

r
ogger was turned into the toad king.

Otohime: Toad king...?

GM: So that people would be...toadies to

All: Ahh! (everyone laughs)

Gilber

t: All for a pun!

Otohime: He got made into a toad because for him at least!

Returning a bad pun with a slightly better o

GM: Knowing he couldn't live among humans
Demon King'

s army. Still

, the divine artifact
t
,

s power is real, and F
rogger

,
who became the toad king...

Otohime: He can order toads around now.

GM: That's right. He seems to think that if he has
an army of them, he
'll be able to leave his mark on history.

Chiho: And eventually supplant the Demon King.

GM: Indeed.

Otohime: So he wants to strengthen his forces.

R

eplay Section

⁶³

T

oads. He

,

s determined to threaten the world, huh?

Gilber

t: Is that why he brought Hanako the cow l

T

emiren: You know, princes who get turned
back with a kiss.

Chiho: Like “The Frog Prince”? Should we t

T

emiren: (thinks for a second) ...Maybe not

GM: It says in the journal that Frogger’s first

There

,

s signs he conducted a thorough investiga

Chiho: The always-prepared type!

T

emiren: Such enthusiasm...! My heart pou

already!

What should I dooo?

Gilber

t: And Temiren's the one I'm making suppose
think I'
m an asshole.

T

emiren: Wait! Don't be nice to me! (everyo

Gilber

t: A-are you sure?

GM: You two are good friends. (profoundly

Otohime: Still, that Frogger guy is doing so

GM: It also details the raising and training o
ing them into a large military force.

Chiho: I'm going to doodle on it. Scritch, so

Otohime: Hmm, this dungeon feels kind o
wasn

't talking to us—he was talk

ing to the toads coming through!

Gilber

t: This place seems to be for toad training. T
lying next to the acid lake before.

Otohime: We weren't expected, then?

T

emiren: ...Which means the fruit we took toad?

Otohime: I bet only the toad that was able

T

emiren: But wouldn't they take it with their

GM: Frogger had a separate voice clip prepared

Otohime: This guy never misses a detail.

T

emiren: The monsters had to go through a lot. I gotta praise them for succeeding

.

Otohime: Have toads gotten further than you

GM: Remember that the slime keeps on going

Hanako, and you have

even

't spotted a single toad egg yet.

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Chiho: I see. Maybe Hanako is safe then.

T

emiren: Is her bed all slimy?

GM: Most certainly.

T

emiren: Yikes...

Chiho: Any insults toward Lady Aqua or the

GM: Yeah, that would be funny. So let's say

ing a failed product like that gem ar

ound is exactly what I'

d expect from the

Church of Axis. That'

s why they always lose to the

Church of Eris, or some-

thing along those lines.

Chiho: He went that far?!

Gilber

t: That accursed heretic!

Otohime: Suddenly, you're into this?!

Chiho: Don't you think you're getting a litt

Gilber

t: I was wondering how we'd recover the w
T

reasur

e from him... But if it belonged to the Axis

must steal it back! Let'

s go to the nex

t room! I r

eady my mace.

Chiho: I frantically follow him!

T

emiren: It's gonna be a repeat of what hap

GM: Gilbert leads the party toward the roo

ends. Next up, we ha

ve the long-awaited Climax Phase

.

R eplay Section

65

Climax 1: F

or

T

his

W

onderful Adv

enture!

F

inally, the party arrives in the deepest room in the cave.

F

rogger the toad king must be inside.

A cow

,

s mournful moos can be heard from within.

Once the door is open, the final battle will

GM: Now then, for the Climax Phase. When

passage, there

,

s a door

, and inside, you can hear a cow mooing.

Chiho: It's Hanako!

Otohime: Hanakooo! We won't leave you!

think we came here to do

...? W

ait.

What did we come here f

or again?

T

emiren: To finish the quest, remember? Ot

ble one of our group!

Otohime: Yeah, you're right...

Gilber

t: Anyway, I'm opening it! Slam!

GM: When Gilbert opens the door, you see

popped down on a throne

.

T

emiren: The toad king?!

Otohime: I see—he does seem to think he

GM: Behind him, you can see Hanako, lying

Otohime: H-Hanako?!

Chiho: Is there a big pot underneath her o

GM: There is indeed. (laughs)

Otohime: He's gonna make Hanako into b

GM: "Welcome, adventurers. Toad society l
of culture: cooking.

"

Fr

ogger looks around at you as he says this

.

Chiho: Don't tell me it's more of a pipe cha

GM: Well now, that's strange! It wasn't sup

What look like test tubes surround F

rogger

, each containing Giant T

oad

eggs.

The eggs are about a meter wide.

All: Gross!!

GM: The toad king looks at you and says, "I

Konosuba TRPG

66

noisy

. It seems some wretched humans have co

"

Gilber

t: Makes sense he'd notice given the comm

GM: "And trying to ruin our learning establ
people.

"

He slowly stands up

.

Gilber

t: I jump straight for him.

GM: "For what purpose have you—? Uwah
shouts, and two Giant

T

oads appear

.

Gilber

t: They must be his bodyguards.

Chiho: The kind that would probably say L
they could.

GM: Their cries do seem to be saying some

T

emiren: They're already so well-trained... I

introduction, though. Is that ok

ay?

GM: Well, Gilbert did jump for him. Everyth

ten in the journal anyway

.

Chiho: I kind of would rather talk to Frogge

GM: "All right, then. We'll have plenty of tim

Pr

ocess...heh-heh-heh.

"

(everyone laughs)

Otohime: Oh. I see.

GM: Let's get combat started, then.

■ **COMBAT BEGINS**

● **FIRST ROUND**

Action Poin

ts

Gilber

t

9

T

emiren

6

Fr

ogger

6

Otohime

5

Giant

T

oads A, B

5

Chiho

3

GM: Let the fighting begin! For your positions, all of you will be in one Engagement, and Giant

T

oads A and B are three

Fir

S

t R

ound

: Combat Dia

gram

ChihoChihoGilbertGilbert
TemirenTemiren

Frogger

Engagement
Engagement

OtohimeOtohime

3m

3m

Giant

Toad A

Giant

Toad B

5m

5m

Engagement
Engagement

R

eplay Section

67

meters away

. Another five met

ers past them is where F

rogger is.

Gilber

t: I want to charge Frogger right now!

T

emiren: Wait! Are those Giant Toads different
in the Middle Phase?

GM: "Heh-heh-heh. They're far more clever
mobilized while swallowing someone was
We ha

ve learned

how to cook, how to boil, and we will keep

. And you won

't

get in our way!"

Statistically

, they

're the same

, except these ones will be
able to dodge even if they
've swallowed an enemy

.

T

emiren: They're learning!

Chiho: They can dodge while swallowing s

GM: "Correct! Toads now stand above hum

Otohime: I don't believe my ears... Have y
ity, F

rogger?!

GM: "I am no longer human—I have accep
changed the way I view the world. And I've
e grown bored of the Demon
King'

s army

, too. I will creat

e a nation of toads!"

(ever

yone laughs)

Gilber

t: A nation of toads...?

Chiho: What, you mean like a fun-filled toad

GM: I like that. I'll run with it. "Yes, and its name is Toad Land!"

T

emiren: That sounds so cute, though! (laughing)

Otohime: After hearing that, it's hard to have a

GM: "It'll have Ferris wheels, roller coasters, and the toads will be the ones to enjoy them! For the merry

go

-rounds, instead

of riding on horses, we will ride on humans!

Chiho: How absolutely evil!!

GM: "How about it? I seem more like a boss toad now!" (one laughs)

T

emiren: He does!

GM: In any case, Frogger activates a skill. His skill called K

ing of the

T

oads. If he passes an I

intelligence check

, the Giant

T

oads will get a bonus to their damage and does.

Their hit checks will have +1d6, and their d

Gilber

t: In that case, I'll use my cheat—Villainous shout and run toward them, making them

Konosuba TRPG

68

GM: Fu-ha-ha! I am the toad king... Huh? A

Gilber

t, with his scar

y face, charges at a terrifying speed.

Any semblance of dignity that F

rogger the

T

oad King once had evap

-

orates, and his King of the

T

oads sk

ill doesn

't go off

.

Gilber

t: Death to the Demon King!

GM: "Who...who are you people?!"

Chiho: Your natural enemy, probably. You
of humanity, but it seems y

ou'

re still afraid of a scary face.

Otohime: Yeah, but he might use that skill

Chiho: Oh, right.

Otohime: We should aim to kill one of the

GM: Is there anything else anyone wants to

Chiho: Nope.

GM: Next up is the Initiative Process. We go

Gilber

t: That makes me the first one. I charge in li

Giant

T

oad A! (rolls dice) 12 for m

y hit check

.

GM: If it rolls 9 or higher, it'll dodge. (rolls d

6, so it fails.

Chiho: Maybe you should use a Blessing n

Gilber

t: Oh, that's a good idea. I have three left. (r

that roll was terrible. 10 points of damage!

GM: *Boing*. It bounces right off.

Chiho: But he used a Blessing!

GM: Unfortunately, if the roll was bad, it do
up are
T
emiren and F
rogger at 6 Action P
oints. Pla
yer characters have
priority, so you
,

re up,
T
emiren.

T
emiren: Frogger! Don't you want to go bac

GM: "What? If I did that, people would use
they don
't want to do themselves.
"

T
emiren: But that was the life you chose, wa
turns back into a human, they
'r

e pretty much always a hottie! (everyone laughs)

GM: "If I was that good-looking, I wouldn't be the first place, dammit!"

(everyone laughs)

R

eplay Section

⁶⁹

Chiho: I do wonder what his old face was like.

GM: It's looked toadish since the start.

T

emiren: ...Errr, anyway, being a hottie isn't
what

,

s in your heart!

Otohime: Only someone able to call a scar
say stuff like that. (laughs)

GM: "What? Then you'll turn me back into a
kiss me and tr

y

...

"

T

emiren: Urk...

Gilber

t: I ignore their conversation since I'm still r
(laughs)

T

emiren: I'm sorry. That person is already m

GM: You mean the one making scary noise

T

emiren: Guess there's no use talking about

Magic P

ower

. F

or my move action, I'll use Magic Blast, then

y major

action is Fr

eeze Gust. I target both Giant

T

oads!

GM: You wink at them, and they freeze.

T

emiren: I'll use Blessings on my magic che

17.

GM: They'll have to roll two sixes to dodge

check.

T

emiren: And then I use two Blessings and

P
ower
. Now it'
s 14d6.

GM: Fourteen dice?! That's nuts!

Chiho: You are the one who decided on th

GM: Oh. You're right.

T
emiren: "Witness the might of the one my
der his wing. My name is

T
emiren! Daughter of the gr
eatest bathhouse
owner in the Crimson Magic Clan. She who
a wielder of freezing magics! F
reez
e Gust!"

(rolls dice) Exactly 50 damage!

GM: Um. Their Magic Defense is 2...

T
emiren: Are they hibernating now?
Gilber

t: Since the Giant Toads are frozen, and I'm
while flailing my mace around
, they
,

re gonna shatter

.

Otohime: *Krssshhhh!*

Konosuba TRPG

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* * *

Thanks to

T

emiren

,

s incr

edible freezing spell, the Giant

T

oads are flash

froz

en and smashed to bits.

Now only F

rogger remains.

GM: Temiren's freezing spell has brilliantly
face of the planet.

T

emir

en: This is the power of the Crimson Magic

T

emir

en: That's a total of five enemies. We comp

Otohime: Great, mission accomplished!

Chiho: Not yet! Hanako's still in captivity.

Otohime: That's right!

GM: Next up is Frogger's Main Process. "D-
uses Concentration: Magic, an enem
y skill, for his move action. It adds
3d6 to his damage. His major action will be

T
oad'

s
Muddy

Waters, which shoots viscous fluid

.

T
emiren: M-maybe it's good for your skin!

GM: He aims it at Gilbert, since he's out in f
hide first!

T
ake this!"

(rolls dice) He got a 16 for his hit check.

T
emiren: If you use a Blessing, you could pr

Gilber

t: I'll use a Blessing. I pray to Lady Aqua and
points of it, so that
,

s 4d6+3. (rolls dice) I got two six
es. I dodge it with a
critical!

GM: Frogger says, "Did I get him?!" But whe
one laughs)

Otohime: Gil? Gil?!

Chiho: Ahhh, I couldn't protect him! ...And
we
've lost someone...

Gilber

t: Now you know the power of the Church
In defiance of the muddy stream of mucus
ies out and
charges forward.

F
rogger is so terrified by of Gilber
t
,

s brandished mace and shouting
that he falls right back into his throne.

T

emiren: "My prince is so cool! 🎵" My eyes

Chiho: Gil's practically got us all on his back

R

eplay Section

71

Otohime: Yeah. We can't let him outdo us.

GM: That's right—Otohime is up.

Otohime: I use a move action to run past C

GM: "Are you all like him?!"

Otohime: We are all recipients of Lady Aqu
attack. (rolls dice) 12 to hit.

GM: (rolls dice) 9, so he gets hit and falls do

Otohime: I got him! I'll use Blessings, too. M
(dice) 19 damage!

GM: His defense is 6, so he takes 13 damage

Otohime: More got through than I thought
diant right now?"

T

emiren: You are so radiant. You were so ba
could be this cool!

Gilber

t: All he did last time was get eaten by a to

Otohime: I've grown over the course of th
these, things might just work out.

GM: Next up is Chiho.

Chiho: I use my move action and minor action. My major action will be a normal attack.
(rolls dice) 12. Can't use Feint, huh...

GM: (rolls dice) He dodges!

Chiho: Urk, he dodged. Still, that means I did it.
(everyone laughs)

GM: "Were you trying to hit me with that?"
you.

Then again, you are just a human. Unlike toads, your body can't absorb poison."
"

T

emiren: But she's healthy now!

GM: "Just because she's healthy doesn't mean she can't get sick."
she, for

example, walk around soaked on rainy days.

Chiho: Sure, why?

GM: "...Wait, really?" (everyone laughs)

Chiho: A little feverishness is fine, because

GM: "Are you sure someone hasn't misled y

Gilber

t: What are you saying? This is the power o

GM: "Oh. Uh, I see." But now that everyone

Double Action. He gets another turn.

Chiho: Very boss-like!

Konosuba TRPG

72

GM: "I will admit that you have courage to be armed with such pathetic weapons and attack!"

T

emiren: I wiped out two toads at once, rendering them dead.

GM: "I'm not like them! This time, I will show you the power of the toad king!"

F

rogger spends a move action to use an enemy skill called Area Promotion:

Magic

. He

'll attack in an area, targeting everyone

our people maximum.

He swings his staff

, causing tadpoles to appear nearby that spit out mucus.

They target Chiho and Otohime.

T

emiren: Chiho, Oto! Run away!

GM: (rolls dice) Heh! He gets a 16 to hit.
Though they try
and dodge Frogger
,

s far-reaching attack, neither of
them can beat a 16 and thus get hit.

GM: And with Mana Convergence, Frogger
roll.

Otohime: I use Cover on Chiho. "Chiho!" I shout.
T

emiren: It's exactly like the accident before.

Otohime: It is. But this time, things are different.
is...

Chiho: Is what?

Otohime: A pot?

Chiho: You'll end up in the boiling water!

Otohime: And onto the next world.

GM: (rolls dice) He must have lost to your 5
points of damage.

Otohime: If it's magic, I take 7 off, but it still

and I would have survived.

Gilber

t: Should I use Saint Shield?

Otohime: ...No. I'll come back to life with
use Return by Death!

Chiho: Otohime pushed me out of the way.

Gilber

t: How could such a careful person die pro
W

aaah... (rubs his eyes)

Otohime: No—I will not die!

All: Whoa!

R

eplay Section

73

* * *

I don

't w

ant to die...

That thought reaches the goddess Aqua, a
,

s boon that

was received upon r

eincarnation, Retur

n by Death, triggers.

Otohime: With skin hanging off my battered
is the blessing of Return by Death, received
qua her-

self! Gil, your pray

ers have been answered!! (laughs)

Gilber

t: I see. Thanks to you, I feel like I did the first
whole session! (everyone laughs)

Chiho: Your plea reached Lady Aqua!

T

emiren: I only joined the Axis sect because
but...I feel like I've finally a
wak

ened to my new faith! (everyone laughs)

All: Lady Aquaaaa!

Gilber

t: And so were the three baptized by Lady

GM: "You mean this...is the power of the g

Chiho: We are the Church of Axis!

T

emiren: And may a blessing be upon!

Otohime: This wonderful world!

All: Wow! (applause)

Gilber

t: We're all gonna fumble in the next round
laughs)

GM: Let's find out, shall we?

● **SECOND ROUND**

Action Poin

ts

Gilber

t

9

T
emiren

6

Fr
ogger

6

Otohime

5
Chiho

3

GM: We're now in round 2. First is the
Setup Pr
ocess.

Chiho: Nothing from us.

GM: Frogger uses his skill Summon:

Second Round

: Combat

Diagram

ChihoChiho

GilbertGilbert
OtohimeOtohime

Frogger

Engagement
Engagement

TemirenTemiren

3m

3m

5m

5m

Konosuba TRPG

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Giant

T

oad t

o summon one Giant

T

oad, which I

'll mark as C. He lobs a

drug at one of the tadpoles, causing it to m

e and immediately be

-

come a Giant

T

oad.

"

This toad will swallow up you cursed Axis f

ers

all at once!"

(everyone laughs)

T

emiren: It's not even big enough to do tha

Otohime: Damn you, heretic who does no

T

emiren: Aqua's mere touch would melt a t

Gilber

t: At around this time in the novels, Aqua w
Giant T
oad.

(laughs)

T

emiren: And bawling her eyes out. (laughs)

GM: If you want to learn more about that, m
ends the Setup Pr
ocess.

Gilber

t: So it's my Main Process, right? Between B
would be better?

Chiho: I think Heal makes more sense this

Gilber

t: All right. Now that we have three more p
excited

. (rolls dice) I cast it successfully! Seems as g
say it, a blessing on this first adventure!

All: (cheers)

Gilber

t: (rolls dice) Restore 16 points.

Otohime: I'm fully healed!

GM: ...If anyone reads this replay before then
think the Church of Axis is amazing
... (everyone
yone laughs)

Gilber

t: I think it's fine to do it in that order! Don't

T

emiren: I'm next up. I spend my move action

F

rogger and Giant

T

oad C, and use F

reeze Gust as my major action. (rolls
dice) 20 to hit!

GM: Frogger will try to dodge first. (rolls dice)
(rolls dice) fails with an 8.

T

emiren: (rolls dice) That was a good roll! 22
go home together!"

GM: Giant Toad C takes 20 damage, and Fr
T

emiren: Frogger's next, right?

GM: ...Looks like he'll have to do an area a
to get past them. (rolls dice) 13 to hit. If you
'll be dazed.

Otohime: (rolls dice) The dice say 5, so my

R

eplay Section

⁷⁵

Chiho: I use 2 Blessing points to dodge. (rolls)
just barely

.

GM: (rolls dice) Huh? A 2 on the damage roll.
damage.

Gilber

t: Leave this to me. Time for Saint Shield. (rolls)
10.

Otohime: 5 damage gets through. I have 1

Chiho: It's a good thing he used Heal on you

Otohime: It's my turn then. What should I

T

emiren: Giant Toads have 37 HP, so you can't kill them.
you should go for Frogger.
Frogger

.

Otohime: Sounds good. I'll aim for the king

GM: "I know your movements. Come at me."
said I kne

w them, not that I could dodge them.

"

Otohime: Did you really know them then?

Gilber

t: This guy is funny. It's too bad. If he believed he could have been our friend instead of a

.

GM: "Your face is too scary. I wouldn't want

Gilber

t: You bastaaaaaard!! (laughs)

GM: Go ahead and roll for damage.

Otohime: I'll use 2 Blessings on the damage

GM: He takes 16 damage!

Otohime: Look—even if you're a defensive Blessing or two, and you can really dish out some damage!

Chiho: Who are you talking to? (laughs)

Otohime: Those who'll go on future adventures

GM: It's Giant Toad C's turn to act. It moves *I'll stop you*. It spends its move action to use (rolls dice) 10 to hit.

Chiho: I expect to be able to dodge it, but

Otohime: Just dodge it normally. If you fail
moment. (laughs)

Chiho: Gotcha. (rolls dice) I didn't dodge. A
moment. (laughs)

Otohime: I use Cover!

GM: Then I'll roll for damage. (rolls dice) 22

Konosuba TRPG

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Otohime: Subtract 16, and I take 6. If you do, I'll give you the Saint Shield...

Gilber

t: Hmm. Should I?

Otohime: Why are you unsure?! I worship you!

Gilber

t: No, I was just wondering if it would be better if I didn't, but I shouldn't

't have

ever saved it. Since you

,

r

are an Axis follower

and

, I'll help you.

(rolls dice)

That takes off 6 points.

Otohime: Perfect! I don't hesitate to use Command Points for what team play looks like—something you wouldn't do!"

GM: But you were such a hodgepodge before!

Chiho: Chiho attacks. She uses Quick-Draw
tion, F
eint for her minor action, and attacks Fr
ogger with her major ac-
tion.

GM: “Why, you—! No matter what sort of s
have to r
oll t
wo sixes
, and I’ll dodge it!”

T
emiren: But Feint’s Effect says he gets a –1
(everyone laughs)

GM: “Did I...not get two sixes?”

Chiho: (rolls dice) 16 on the hit check.

GM: “That chained great sword could neve
says, r
eading himself

Chiho: I use 3 Blessings. (rolls dice) 46 dam

GM: Frogger says, “I’ll stop it with my bare
slip and get hit by Chiho

,
s attack

.
Gilber

t: Looks like the mucus all over the place w
the end.

Chiho swings her great sw
ord down with all her might, her jo
y at be-
ing healthy on full display

.
F
rogger tries to catch the blade, but the mu
makes his feet slip out from under him.
And then he takes the full force of the blow

.
Chiho: Is this...Lady Aqua's power...?

T

emiren: Yes!

Chiho: This isn't the strength of humans—
of Axis!

Konosuba TRPG

78

GM: "I will never acknowledge the Church
ger declares bef
ore falling over

.

T

emiren: What about Giant Toad C?

GM: Since the Toad King fell, it's gone into
its own if you ignor
e it.

Otohime: All right, then, back to your hom
P

er

haps the toad will r
etur

n some day

.

But that is a story for another time.

GM: That brings combat to an end. You ca

Otohime: I get her down from the metal p

GM: "Thank you, humans. You have defenc
COW

...seems to say after being rescued
. (laughs)

T

emiren: I'm so glad you're safe, Hanako.

GM: Now it's time to roll for loot.

Chiho: I have 1 Blessing left.

Gilber

t: So do I.

T

emiren: I'll use all those I have remaining.

The loot drops ended up as follows:

- High-quality toad meat ×1

- Ruby ×5

- T

oad mucus ×3

T

emiren: I got high-quality meat, my prince

Gilber

t: Oh! It must be Lady Aqua's divine influence

Otohime: I rolled a 4, so I didn't get anything

Gilber

t: Don't be so down. You have Return by D
from Lady Aqua herself
, right?

Otohime: Sure, but I used up all my Blessin

GM: After defeating Frogger, you bring the
farm.

Chiho: That was quite a battle.

Otohime: But we gained something irrepl

R

eplay Section

⁷⁹

Chiho: And what's that?

Otohime: Teamwork, of course.

Gilber

t: Ah!

GM: ...You engrave that precious experien

Hanako back to the farm.

That ends the Climax Phase.

Konosuba TRPG

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Ending 1: F

or

T

his

W

onder

ful F

east

The ambitions of the

T

oad King, F

rogger

, have been crushed.

Hanako the k

idnapped cow was saved

.

The part

y brings her out of the cavern and back to t

owner

, Ar

m F
owner
, awaits.

The time has come to complete the quest.

GM: Now then, we're in the Ending Phase.
farm with Hanako in tow

.

T

emiren: We got two chunks of high-quality
pretty good about ourselves, huh?

Gilber

t: That's right!

GM: When you return to the farm, the owner

Thank you so much f
or bringing her back

. She

,

s quite a clever one, you

k

n

o

w

”
.

Otohime: Yeah, she certainly seemed like i

GM: Once you journey back to Axel and re
you
’ll receive your r
ewards.

After parting with Hanak
o and the farm owner
, the adventur
ers return
home.

As is ever the case, adv
enturers of all kinds are gathered at the gu
s
reception counter

.
The lady working the desk receives the par
ty
,
s arr
ival with a smile.

GM: The receptionist at the Adventurers G

Chiho: We completed the quest with flying

GM: "Then it seems your adventure was a s
por
t of your exploits as w
ell.

Y
our reward is 100 KE, and the farm threw in
a bonus for r
escuing their cow

.
The bonus is 150 KE.
"

All: Whoa!

Otohime: Hanako was worth more than th
those cows who wins awards at competitiv
e exhibitions or something.

R

eplay Section

81

Chiho: Oh, like Wagyu competitions.

The scenario had a bonus worked into it from
Because of how the role-playing went, the
a reward for
or saving Hanako.

Gilber

t: Oh, there's something else we need to do
irreverent man named F

rogger who st

ole a Sacred

T

reasure fr

om the

Church of Axis. He was a general in the Den
s army

.

Chiho: Is it okay for the original author to do

Gilber

t: ...So I say, exaggerating things a bit.

GM: "A general?!" The receptionist lady goes

checks her notes and realizes F
r
ogger
,

s not quite at that level. She tilts
her head.
“

A general?

Well

, I’

m not surprised someone would pretend to
be one.
”

All: She saw right through the lie?!

Chiho: I don’t think Frogger is the only one
place, and he lost all hope when he became
. H

is life was lacking
something crucial.

GM: “And that is?”

Chiho: Faith. (everyone laughs)

The receptionist av

er

ts her eyes a bit.

GM: "Uh-huh." She gives you a polite smile

Otohime: We're already being treated like

T

emiren: Still, that faith truly brought us tog

Otohime: Yeah. A wonderful blessing!

GM: "Umm... We will handle the matter of
it to the shrine it belongs in.

"

Gilber

t: Thanks.

T

emiren: Well, now that the quest is over, w

Chiho: Let's! Chiho has always dreamed of
a quest!

T

emiren: Then let's head to the pub and ord

Gilber

t: As someone who follows the goddess of
off at least one par

ty trick

, like The
Wonders of Nature!

Konosuba TRPG

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GM: The goddess Aqua's signature move. You learn Party Skil for it, though.

Gilber

t: Oh, right. How rude of me! I still can't use that technique—especially not without the skil!

Otohime: (looking at the character sheets)

Gilber

t: Maybe that's what I'll put my points into.

Otohime: Into party tricks?

Gilber

t: According to my faith, that would be the T

emiren: Then let's get going!

Gilber

t, Chiho

, O

tohime, and

T
emiren leave the Adv
enturers Guild be-
hind and head for a pub in the leisur
e distric
t.

There, they drink all the booz
e they can, mak
e noise, do party tr
icks,
and restor
e their energy

.
This world is a wonderful one.
And one day
, it is sure to be blessed

.
GM: ...And that about wraps it up for the s
for playing!

All: Thank you! (applause)

Konosuba: God'

s Blessing on This Wonderful World! TRPG

"F
or
tune on
This First Adv
enture"
—FIN—

Konosuba TRPG

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When the Ending Phase is over
, and the GM declares the end of the scenario, the game moves into After Play

. This page explains how to handle things during After Play

●Lifestyle Payments

The player characters must pay the cost for what

ever Lifestyle they decided on during Preplay

. Each should pay the set amount of money. If they can't

t, they only get half the experience points.

●Distributing Experience Points

The GM distributes experience points, or EXP

, to each player

. On the record sheet'

s Experience

Point

T
able section is a checklist of whether to get experience points for certain things.

▼ Participated in the session until the end

Check this entry if the players participated in the

session until its conclusion. If anyone leaves part-way through the session, they won't get this.

They
will still get experience points from other entries, however.

●Calculating Experience Points

Experience points are checked off on the Experience Point

T
able section on each player's record

d
sheet. Check these off on a per-player basis to cal-

culate the experience points that will be given to each individual player

The experience-point entries to check are below.

▼ **Participated in the session until the end: +1 point**

Whether or not player characters died, check this if everyone participated until the end of the session.

▼ **Completed the quest: GM's discretion**

Add this if the GM decides the quest (page 263) was completed. It is recommended to use the

enemy level of enemies encountered in the

Climax Phase (the highest one, if they differ) as

the number of points to add.

▼ **Enemies encountered: $+[Total\ enemy\ level\ encountered \div number\ of\ player\ characters]$ points**

Experience points are added based on the combined level of the enemies encountered.

The re

sults of the battle don't matter.

▼ **Traps encountered: $+[Total\ trap\ level\ encountered \div number\ of\ player\ characters]$ points**

Experience points are added based on the combined level of the traps encountered.

The results of the trap disarmaments, etc. don't matter

▼ **Good role-play: +1 point**

Look back on the session and see if the players role-played well.

In the replay session, the GM decided everyone

role-played well, so he checked this off for each player

- Said or did things that helped another player: +1 point
- Helped the session move along: +1 point.

The

GM can give this to any player who helped things move along.

The players can suggest who deserves this as well.

- Helped with providing a location or other things, contacting others, or adjusting around participant schedules: +1 point

Players can make their own recommendations for the above entries as well.

The GM decides based on this and checks the boxes.

● **Distributing Experience Points to the GM**

Each player writes the number of experience points they gained on the session sheet.

Take the

total number of experience points of all players, divide it by 3 (or 2 if there were two players), then

add one if the GM helped procure a play space, provided things for gameplay

, contacted

players,

or worked to adjust the schedule around the participants. Give this amount of EXP to the GM.

● **Checking Player Characters**

If no player characters are dead, all damage is erased, all HP and MP is recovered, and all debuffs are cleansed.

They do not carry over into the next session. Each character

s number of Blessings re-

turns to what it was when the session began.

● **Player Character Growth Using Experience Points**

By using experience points, the players and the GM can advance their own player characters.

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Konosuba: God's Blessing on This Wonderful World! TRPG Character Section

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Konosuba TRPG

86

About This Book

If you are reading this book, it likely means you've read *Konosuba*:

God'

s Blessing on T

his Wonderful World! and bought this thinking it was a supplementary book.

Or perhaps, if you've played man

y tabletop role-playing games in the past, you picked this out thinking it was a brand-new game.

Y

ou w

ouldn

't be wrong on either count.

This is a new

TRPG, or tabletop r

ole

-playing game, based on *Konosuba: God's Blessing on This Wonderful World!* (henceforth *Konosuba*)

s Blessing on This Wonderful World!

his Wonderful World! (henceforth *Konosuba*)

■ WHAT IS A TABLETOP ROLE-PLAYING GAME?

A tabletop role-playing game is a game where

players sit around a table and tell a fun and interesting story together.

Usually

, one

of those players is the game master (henceforth abbreviated as *GM*), who

controls the world and the antagonists of the story.

The *GM* prepares

the scenario to play

, and the other players each take

control of a character who exists in the game's world.

,

s world.

These are called play-

er characters, also abbreviated as *PCs*.

The basic flow of a tabletop role

-playing game goes something like this:

Using the scenario they prepared as a general

GM explains to the players what sort of situation

'r

e in.

Then the play-

ers think about what actions their characters

can take and what decisions

they

'll make, before telling them to

the GM.

The GM matches those choices up with the

circumstances,

determines the result of the players

,

actions, and explains the outcome.

(Sometimes, the GM will use the rules or instructions

to

out whether a player character

,
s actions succeed or fail.)

Victor

y and failure don

't exist in a tabletop role-playing game in th
they might in other games. If anything cou

y

, it

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s when ever

y-

one

—including the GM—has a good time.

At times, play

er characters may die, or their adventur

e won

't go ver

y

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Y

et if the players can draw enjoyment from t

that in itself is a victor

y

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T

abletop role-playing games are all about the
of building a story with your friends.

Character Section

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■ **WHAT IS *KONOSUBA: GOD'S BLESSING ON THIS WONDERFUL WORLD* !?!**

Konosuba: God's Blessing on This Wonderful World! is a light-novel series written by Natsume Akatsuki. It first went on sale in 2013, published in Japan by Kadokawa Sneaker Bunko, and has since evolved into a super-popular franchise spanning manga, anime, and video games.

The books tell a fantasy story that takes place in a world where the gods are cruel, or at least indifferent, to the suffering of mortals.

Isekai. The main character, Kazuma, a resident of modern-day Japan, is reincarnated into this *isekai* with the goddess Aqua. What follows is a story of

ollows is a
comical tale about meeting new friends and
This

book is *Konosuba* in a tabletop role-playing

■ **KONOSUBA: GOD'S BLESSING ON THIS WORLD**

!

TRPG

In *Konosuba TRPG*, players will become adventurers in the world of *Konosuba*, taking on tasks called quests from the gods to exterminate monsters or explore dungeons. Adventurers

are classified into several classes, such as Warriors

or

Monks

, who

fight with weapons, or

Wizards

, who fight using magic.

◆ **ADVENTURERS**

In the world of *Konosuba*, the term *adventurer*

The first is the general lifestyle: people who join the Adventurers Guild or elsewhere and completing the quests for rewards.

The second is a specific class, like Warrior or Wizard, called Adventurer.

■ THE GOLDEN RULE

In *Konosuba TRPG*, all the game's participants play a single story.

The fun is all in the process of creating that shared narrative and in enjoying what the group has crafted.

. This is the most important rule of the game —the golden rule.

. Everyone should endeavor to create

an experience that is enjoyable for all involved.

This golden rule should be prioritized above other books related to *Konosuba TRPG*, and y and all of the rulings or information in them.

●THE GM'S AUTHORITY

The GM conducting a session of *Konosuba* authority and abilities. However , even with these abilities and authority,

Konosuba TRPG

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the GM should strive to follow the rules to the best of their ability. In ad-

dition, all players in the session (including the GM) should follow the fair and proper rules.

▼RULE ARBITRATION

The game space described in the session is a shared space, one brought to life via the participants' imagination and given structure with the game rules.

s rules.

This book describes rules for simulating, as possible, a "reality inside the game."

However, there are times when something the rules do not cover can occur.

The GM has the final say in decisions when curs, or if there is uncertainty about which , if any

. I
n keeping
with that, the GM may creat
e new rules, change rules, or even decide n
to use existing rules.

▼REJECTING AND DECIDING ON RESULTS

The GM can choose to reject any pla
yer checks or dice rolls that the
GM either did not witness or did not permit
players perform dice rolls at will. Additiona
, the GM may freely decide
the results of any checks or dice r
olls that the GM mak
es, such as for
non-player characters (NPCs), without rollin
y dice.

●WHEN RULING MISTAKES ARE MADE

If the GM or any player gets a rule wrong
, quick

ly correct it and follow the correct rule in the future.

When such mistakes are made, it is best not rolling back time in the game. (

This is the same as how in sports, once a

decision is made, it's almost never overturned.)

T

r

ying to rewind like this

might end up making things tak

e a long time or even loop. If this happens, the GM'

s authority to ar

bitrate rules will become nominal. In such an event, other players may r

einterpret the rules as they wish to decide on their own results

.

T

o prevent this, a GM must not reward
rewind time.

F

ur

thermore, a player is correct to point out the
incorrectly

.

The GM should immediately consult the rulebooks for
correct ones. However

, this doesn't necessarily apply in rule-arbitrary
situations (see page 88). Additionally

, the players should not stall the
game by objecting to the GM's
s decisions.

● GOAL OF THE SESSION

The act of playing a tabletop role-playing game

Character Section

89

for it, is called a session.

The session is meant to be a fully enjoyable

or ever

yone involv

ed.

The ultimate goal of a session is to hav

e all par

ticipants walk away from

it wanting to play again.

This isn

't actually very difficult. T

he par

ticipants will all gain as many

experience points as they can.

That'

s what

"victor

y

"

means for *Konosuba*

TRPG.

Konosuba TRPG is also designed so that sessions are fun. Please play through a session with the goal of all participants gaining experience points from helping one another.

What You Will Need to Play *Konosuba TRPG*

In order to play *Konosuba TRPG*, you'll need to have a few small items ready.

▼ Players

To play the game, you'll need a GM plus

several people—preferably between three and five—to be the players.

▼ Six-sided dice

Konosuba TRPG uses six-sided dice with faces that go from 1 to 6. Each player should ideally have three to five of them ready. In certain cases, you may need ten or more, so if the GM brings extra, you won't have any issues if

it comes to that.

Y

ou can buy dice at hobby
shops, dollar stores
, and on the Internet.

▼Writing tools

The best writing implements to use are

erasable ones, such as pencils. Of course, all
participants will need their own. The GM will
also need black and red pens.

▼ Rule book

This book. Ideally, each player should hav
e
their own rule book so that they can quickly
reference inf
ormation in it when needed.

▼ Copies of the various sheets

Y

ou'll need to cop
y the following sheets in this
book before playing:

- Character sheets (or sample characters) - one
for each player
- Record sheets - one for each player
- Session sheet - one

■ OPTIONAL RULE

This book includes an optional rule known

The game

,

s par-

ticipants should decide among themselves
rule.

Cheats, especially in the hands of lower
-level player characters, can
make the game more difficult to balance.

T

hey offer a lot of fun in return,
of course, but that doesn
't mean everyone will enjoy them.

Thus

, the sys-

tem is made so that the game

,

s participants can decide for themselves
whether or not to use them.

There

,
s nothing wrong with players wanting to
o use cheats, but the GM
has the final say in the matter
.

■ TERM REFERENCES

As you r
ead through this book, you may come across
terms
you aren
't familiar with.

The next few pages contain definitions of a
terminology that appears in *Konosuba TRPG*

Character Section

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T

terminology

Look

up

① (Basics)

This chart provides an explanation of the terminology relating to the game rules used in the *Konosuba TRPG*. It should come in handy when you hear a phrase you don't know.

Handling fractions

Whenever a fraction occurs during mathematical operations, such as division, round it down to the nearest whole number unless stated otherwise.

Reading the dice

Konosuba TRPG uses only six-sided dice to generate random numbers.

Whenever the text refers to

a

die or *dice*, it means six-sided ones. Here is how to read descriptions of the dice.

- nd6

Roll n number of dice (n being an integer of 1 or more) and add up the results to get the final generated number

. (*d6* stands for six-sided *die*)

- d66

Roll two dice, using one as the tens place and the other as the ones place.

When you roll d66, de-

cide in advance which die will represent the tens position and which the ones position before rolling. A result will always be from 11 to 66.

RoC

RoC stands for *Roll or Choose*.

This means you can either roll dice for something or choose a result.

You can also choose after rolling.

When a table or list gives a number, such as 00, that can't ap-

pear from a dice roll, that choice must be made voluntarily.

Descriptor format

Konosuba TRPG uses the following stylistic choices for various game terminology

-
-

New and important terms are **bolded** (usually in the section that describes what they mean)

-

Ability scores are capitalized (such as Agility, Base Strength, etc.)

-

Skill names and cheat names are capitalized (such as Strong Attack)

-

Trap names and object names are capitalized
When square brackets ("[]") appear in a formula, it is an indication to substitute whatever's inside them for a number

-

Game master

GM for short. The player hosting the game. They deal with what happens during the game, the data needed, and rules decisions.

Player

A participant in the game other than the GM.
Each player creates a character to be their avatar

,
through which they play the game..

Original work

When this book makes mention to the *original work*, it's referring to the original novel series,

Konosuba: God'

s Blessing on This Wonderful World!

= 4

=

13

EXAMPLE: Reading Dice

2d6 (nd6)

d66

Konosuba TRPG

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T

terminology

Look

up

② (Rules)

② (Rules)

Below is an explanation of the game terminology relating to the game rules used in *Konosuba TRPG*. It should come in handy when you hear a term you aren't acquainted with.

HP

Short for *hit points*. Called *vitality* in the original work. Measures a character

s physical durability and decreases with damage taken. It can go below zero if the character takes damage.

When below

zero HP

, a charac

ter is knocked out and is in danger

of dying.

MP

Short for *mental points*. Called *magic power* or *mana* in the original work. Decreases when you use skills, etc. Unlike HP

, the lowest MP can go is

zero.

NPC

Short for *non-player character*. Refers to an

y
GM-controlled character who doesn't belong to
a player

PC

Short for *player character*. Refers to the characters whom the players control

. Generally, a single
player will only control one character

Character level

A number measuring a character

s strength
and the breadth of experience they have in
adventuring. A higher-level character is typically
more powerful. *Character level* is sometimes shortened to *CL*.

Class

In the original work, *classes* were also called *jobs* or *occupations*. A class describes the role a character has during combat and adventuring. Some examples include a W

arrior

, who fights with weapons, or

a W

izard, who uses magic.

Starter class

The classes you can choose from when first creating your character are called *starter classes*.

Advanced class

An advanced class is a class that is more specialized than a starter class. A character can change to one of these classes at character level 10 or above.

Skill

Skills include combat techniques, magic spells, special skills such as lock picking, and unique traits such as mental acuity.

Experience points

Points used to track player-character growth.

These are given to the players, not their characters.

Session

A full playthrough of a game of *Konosuba TRPG*.

Dice roll

Rolling the dice to determine things like whether an action succeeds or how much damage an attack does.

Ability score

Numbers measuring a character

s strength, intelligence, etc.

There are

seven ability scores: Strength,

Dexterity, Agility

, Intelligence, Perception, Mind,

and Luck. In some places, these are abbreviated as

STR, DEX, AGI, INT

, PER, MND, and L

UK.

Blessings

An ability representing a player character's

(i.e., a

protagonist's)

possibilities during a session. Using

Blessings grants a player various bonuses, such as

being able to reroll their dice or roll

extra ones.

Free action

Any action that can be taken once during a character's

Main

Process that doesn't require

a minor

action or major action.

Minor action

Any action that can be taken once per round and doesn't

require an action check.

Move action

Any action that can be taken once per round to

move your character.

.

Major action

Any action that can be taken once per round that

requires an action check.

Round progression

A term describing the type of progression used in combat. Split into many units called *rounds*.

Character Section

93

T

terminology

Look

up

③ (World)

Isekai

Literally

, it means *other world*, *alternate universe*, etc.

This game takes place in an *isekai*—in short, a

world resembling those depicted in fantasy video games. Unlike modern Japan, magic exists here. Some parts of civilization and culture are reminiscent of the Middle Ages on Earth.

In-universe time period

This game takes place at around the same time as the first book in the original work. More specifically, when Kazuma and Aqua arrive in the other world.

Axel

A town where fledgling adventurers gather.

The

main setting, both in this and the original work.

Geographically, it is the farthest settlement from the Demon King's

castle, and the monsters that

appear around it are relatively weak

. The town itself is fortified by stone walls that encircle the settlement.

Adventurer

In a narrow sense, Adventurer is one of the classes that a PC can be. In a broader sense, anyone who is employed by the Adventurers Guild and takes on jobs like slaying monsters or protecting merchants is called an adventurer. All the player characters in this game are adventurers.

Adventurers Guild

A place that organizes and oversees adventurous quests. The establishment also buys up goods that adventurers collect during their excursions. It also serves as a restaurant and pub. People have to pay 1,000 eris to become a guild member. All the player characters in this game have already paid this fee.

Inns

The sleeping facilities used by many adventurers who don't have proper homes in Axel. Relatively highly priced compared with Japan.

Stables

Facilities in Axel meant to shelter horses. People can stay in these as well and can rent a room for a cheaper price than at inns. Adventurers without any extra money stay in these.

The Kingdom of Belzerg

The name of the country Axel is in. As its name suggests, a monarch reigns over it, with nobles

next in the hierarchy

.

Goddess Aqua

A goddess whose job it is to guide the young dead of Japan. She is also the goddess of water

. She was

sending Japan'

s dead to this *isekai* to be her

oes,

but after a bit of a mishap, she wound up going to the *isekai* herself along with Kazuma.

Axis disciples

Those who worship the goddess Aqua.

Those out-

side their number think they're weirdos and that

it's best to a

void them.

Goddess Eris

The goddess of fortune and the most widely revered deity in the *isekai*.

The world'

s cur

rency is

also named after her

.

Eris disciples

Those who worship the goddess Eris. Said to be the biggest faith in the *isekai*. Coincidentally

, Axis

followers hav

e a fierce enmity toward Eris and her

disciples.

Crimson Magic Clan

A clan of people with crimson-colored eyes who live in the Crimson Magic V

illage. They are born

with extremely potent magical powers and intelligence, making them suited to spell-casting. Gen-

erally speaking, they have very unusual names,

and many act in exaggerated, theatrical ways.

Monsters

Any of the various magical beasts inhabiting the *isekai*. They range from goblins and kobolds to cabbages and lettuce.

The Demon King

The king of the demons. Leads his forces in an invasion of human nations.

The Demon King'

s f

orces

An army with the Demon King at its head. Includes eight demons called generals.

Hero

Someone who has defeated the Demon King or has a good chance to in the future. Sometimes, people reincarnated from Earth are dubbed hero candidates.

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Before Creating a Character

In order to play *Konosuba TRPG*, you'll need to make a character

.

The one

you create will become an adventurer in the world of *Konosuba*. They will be your avatar and will go off on all kinds of adventures with the other player characters made by the other players.

Player characters have several ability scores—numbers that represent things like physical strength or intelligence.

.

They also possess a number of techniques they have learned, called spells, and equipment like weapons and armor.

.P

ar

t of making your character will be deciding on all this. However, characters aren't represented merely by numbers. Each also needs a name, a gender, an age, a birthplace, and a past—all the things that make them unique. First, we'll explain how to create a player character in order

■ DATA REPRESENTING A PLAYER CHARACTER

As previously stated, player characters consist of several pieces: their race, their class, their ability scores, their skills, their items, and other personal information such as their name and

e creating a character

, we'll explain each of these elements in detail.

● RACE

The *Konosuba* TRPG basic rule book allows you to choose from three different **races**.

.

The first is the Reincarnated Person—one who has been reborn into a new world by the power of the Great Sage.

.

The second is the Native Inhabitant, who was born in *Konosuba* and lives there.

And the third is the Crimson Magic Clan Member, a person possessed of incredible magic powers.

Y

our race will decide certain external features about your character, such as their appearance and

,

as well as the abilities they had when they were in their previous classes they

'r

e slightly better suited for

, so when choosing a race, you

may also want to think about what class yo

,

d like to pick

.

Character Section

95

An explanation of each of the races can be found through 131, so please refer to them for more information.

●CLASS

Classes represent your character's role:

whether it's a warrior, who specializes in fighting with a weapon; a Priest, who specializes in healing magic; or a Wizard, who specializes in attack magic.

Y

ou can choose one
class for your character

● **ABILITY SCORES**

Just like in the real world, the denizens of K
are all unique—
some are strong
, others are weak, some are good with their
others are clumsy

. **Ability scores** ar
e used to denote what physical or
mental advantages and disadvantages a ch
There ar

e seven ability scores: Strength, Dexterity
y

, Agility

, Intelligence,

P

erception, Mind, and Luck, each of which h
times, these are abbr

eviated to STR, DEX, AGI, INT
, PER, MND, and L
UK.)

The lowest a scor
e can be is zero
, and there is no limit to how high it can
be.

The higher the number
, the more it indicates a character excelling
fields related to that scor
e.

The types of ability scores and what they m
page 207.

● **SKILLS**

If abilit
y scores repr
esent a character
,

s fundamental abilities, then skills
represent their special talents
, techniques, and traits. F
or example, pos-

sessing Athletic Skill would mean a character
while a
Weapon
Sk
ill would indicate their proficiency with a cer
tain
weapon.

Skills come in se
veral types: racial sk
ills, which are unique t
o each race;
class skills, which are unique to each class; and
be acquired regar
dless of what sor
t of class you choose.

There ar
e also enemy skills, which the enemies of the
may possess.

●ITEMS

A character
,

s items include the weapons and armor the

,

as well as the various tools used in adventures items form what is called their **inventory**. There are three types of items that can be placed in :

Konosuba TRPG

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weapons and armor that are currently equipped, or **equipment**; the items packed into a backpack or pouch, or -

maining items that fall into neither category.

● **BACKGROUND**

A character

's **Background** includes details such as the

, race, and appearance, as well as their **Life Path**, which describes things like their Origin and history.

● **HOW TO CREATE A CHARACTER**

Below is the explanation on how to create a player character.

Y
ou'll need a cop

y of a sample character sheet, a copy of a b
acter sheet, a writing implement to write o
, plus two dice. I

t

,

s

easiest to understand how to make a chara
w along with
the next steps as you do it.

● **TWO WAYS OF CREATING A CHARAC**

This book introduces two methods of chara
and

construction. Players will use either one o
create their character

. However

, if the GM specifies one method or the
other

, players should follow that.



QUICK START

Quick star

t is creating a character based off a sample

ready has everything but their back ground decided

. On the sample-character

pages, it will list their information along with examples of possible settings. By selecting a background, you'll have a complete character

. Quick start creation of characters is explained further



CONSTRUCTION

Construction is the other method, where the character will follow a set pattern

o

-

cess to freely choose everything about the character. Because there

,

s a

broad amount of information the player needs to know, this takes more time and effort. If you plan on playing *Konoe* you want your character to have long-term progression, you may want to choose this option.

The construction process is explained on p

Character Section

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▼BACKGROUND

Whether you choose the quick start method or the construction one, the process of

determining your character

,

background will be the same.

Whichever you pick, use page 110

to decide on your character

,

background

-

ground

.

●CHEATS

Cheats are a form of special ability or trait based on characters who appear in the original work. For more information

on them, please see page 196.

By choosing to use cheats, sessions will be more bombastic and unpredictable. At the same time, they could break down the session

s whole progression.

If the GM decides to permit them, a character can be made with a cheat.

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Konosuba TRPG

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Quick S

tar

t

Quick Start character creation is made for those who have never played *Konosuba TRPG* before and want to get a taste of it, those who can't dedicate too much time to playing, and those who want to start playing right away.

■ Quick Start Process

The process for creating a character using quick start is detailed below.



● Choose a Sample Character

First, select any sample character to serve as your character

sample

. Sample characters are listed on pages 100–109.

In an actual session, the GM may designate which sample characters you can use. If that happens, discuss with the other players which one each of you will pick from the allowed characters.

By making a full copy of a sample character

sample

illustration and information page, you'll be able to use them in the game right away

. (

Y

ou

're allowed to make duplicates of sample characters for

personal use.)

The GM may also copy the sample characters on their own and have the players choose from them.



Abbreviations for sample characters

Some of the terms used in the sample characters'

information are abbreviated

. Please use the following list as reference:

- Setup -> Setup Phase
- Move -> Move action
- Minor -> Minor action
- Major -> Major action
- Before Check -> Right before a check
- After Check -> Right after a check
- Before DR -> Right before rolling for damage
- After DR -> Right after rolling for damage



Deciding on a Background

After that, you determine the settings for your character

, like their name, gender, and age

. Then

select an Origin, Circumstance, and Goal for

becoming an adventurer via the Life Path.

Write all

this down, using page 99 as a reference.

page 110 explains how to determine your character's Background

.

How to Read the Character Sheet

① Character name

Write the name of the character here.

② Player name

Write the name of the player here

③ Character appearance, etc.

Write about the character's details here

, such as

their age, gender

, and appearance.

④ Race

Write the character's race here

⑤ Class

Write the character's class here

⑥ Character level

Write the character's level here

⑦ Ability scores, checks

Write the character's base ability scores and ability

scores here.

Y

ou should also write down the modifiers from any skills or items here.

The column on the far-right—Check—should contain the value used when making checks, as well as how many dice to roll for them.

⑧ **HP, MP, Blessings**

Write the character's maximum HP
, maximum MP

,

and Blessings here.

⑨ **Life Path**

Write the character's Origin, Circumstance
, and
Goal here.

⑩ **Cheat**

Write the character's Cheat here
, if the
y have one.

Write down its advantages and disadvantages in the Effect section.

⑪

⑪ **Equipment**

Write the character's equipment here
, such as their
weapons and armor

.

⑫ **Combat**

Write down all the values used in combat here, such as hit checks and dodge checks.

⑬ **Special checks**

Write down the checks used for special actions, such as detecting traps and using magic, as well as any modifier from skills, etc. here

.

⑭ **Lifestyle**

Write the character's current main lifestyle here.

Y

ou may leave this blank.

⑮ **Belongings**

Write down the character's belongings here.

⑩ Carrying weight / carrying capacity

Write down the weight of the character's belongings here, as well as the limit to how many items they can carry (carrying capacity).

⑪ Funds

Write down how much money the character has here. Use *kiloeris (KE)*.

⑫ Skills

Write down the racial skills, class skills, and general skills the character has acquired here. If a skill has a usage condition, you can note that in the effect section.

LevelTimingCheckTarget RangeCost

Max
XL
Effects

Page Ref.
Effects
Page Ref.
Character
Level

Character Sheet

Character nameCharacter name

Player Name

Player Name

Age
Gender
Used Experience Points

RaceRace

Class

Class

Character Experience
Character illustration, etc.

Height
Eye Color
Hair Color
Skin Color

of Uses:

Origin
Circumstance
Goal

Name
Effects

Base
Ability
Score
Ability
Bonus
ClassMod

Skill
etc.
Check
(# of dice)

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)
Attack Power
Dodge Check (Agility)
Physical Defense
Magic Defense (Mind)
Action Points
(Agility + Perception)
Movement (Strength +5)
Check
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
SkillsOther Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
CheckSkillOther

Total
(# of Dice)

LifestyleLifestyle

Skills

Skills

Belongings

Belongings

WeightWeight

Belongings

Belongings

WeightWeight

Possession Weight /
Carrying Capacity:

Money

Right Hand

Left Hand

EquipmentEquipment

Head

Body

Other Armor

Accessory

Total

Weight

Hit

Modifier

Attack

Power

Dodge

Modifier

Physical

Defense

Magic

Defense

Action

Modifier

Movement

Modifier

Range

Close

d2

d2

d2

d2

d2

d2

d2

2d6

2d6

2d6

2d6

2d6

Reincarnation Boon:

Power of Fate

Additional Blessings

Heavy Attack

Weapon Skill:

One-Handed Sword

Trap Detection Skill

Elemental Rune

Lifesaving Skill

Tinder

Major

Reincarnated Person

Warrior

Long sword

Hat

Cloth armor

Adventurer's Card

Adventurer's set

Healing potion

Ruby

Major

Minor

Passive

Passive

Major

Magic

Check

DEX

Hit Check

Passive

Passive

Single

Single

Close
Weapon
Close
Auto
success
Self
Self
Single
Self
Self
188
188
184Light a small fire

DEX check DL 10. Recovers someone from
being knocked out.
Use 1 ruby. All weapon attacks for the
rest of the Scene become fire element.
+1d6 when detecting traps. (post-calculation)
When using a one-handed sword,
+1d6 to hit checks. (post-calculation)
Weapon attack. Damage +1d6
+1 Blessing (post-calculation)
+1 Blessing (post-calculation)
127
133
137
139
157
164
169
171

Reincarnated Adventurer

LevelTimingCheckTarget RangeCost

Max
XL
Effects

Page Ref.
Possession Weight /
Carrying Capacity:
Character
Level

Character Sheet

Character nameCharacter name

Player Name

Player Name

Age
Gender
Used Experience Points

RaceRace

Class

Class

Character Experience
Character illustration, etc.

Height
Eye Color
Hair Color
Skin Color

of Uses:

Origin
Circumstance
Goal

Name
Effects

Base
Ability
Score
Ability
Bonus
ClassMod

Skill
etc.
Check
(# of dice)

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)
Attack Power
Dodge Check (Agility)
Physical Defense
Magic Defense (Mind)
Action Points
(Agility + Perception)
Movement (Strength +5)
Check
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
SkillsOther Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
CheckSkillOther

Total
(# of Dice)

LifestyleLifestyle

Skills

Skills

Belongings

Belongings

WeightWeight

Belongings

Belongings

WeightWeight

Money

Right Hand

Left Hand

EquipmentEquipment

Head

Body
Other Armor
Accessory
Total
Weight
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
Range
d2
d2
d2
d2
d2
d2
d2
2d6
2d6
2d6
2d6
2d6
2d6
2d6
2d6
Reincarnation Boon:
Weapon
Cover
Heavy Attack
Weapon Skill:
Two-Handed Sword
Downswing
Athletic Skill
Carrying Skill
Reincarnated Person
Warrior
Great sword
Hat
Leather jacket
Adventurer's Card
Adventurer's set
Healing potion
Passive
Passive
Minor
Major
Hit Check
Before
damage roll
Auto
success
Auto
success
Item
Self
Weapon
Self
Self
SelfPassive

Single
SingleClose

Self
188
188
184
+12 to carrying capacity (post-calculation)
+1d6 to checks when scaling or jumping
+6 damage on a close-combat attack
When using a one-handed sword,
+1d6 to hit checks. (post-calculation)
Weapon attack. Damage +1d6
Protect a target. Can use once per defense
+2 to the attack power of great sword (post-calculation)

Close

Effects

Page Ref.

Equip Slot: Both

127
135
137
139
136
165
166

**Great
Sword
Warrior**

Character

Level

Character nameCharacter name

Player Name

Player Name

Age

Gender

Used Experience Points

RaceRace

Class

Class

Character Experience

Character illustration, etc.

Height

Eye Color

Hair Color

Skin Color

of Uses:

Origin

Circumstance

Goal

Name

Effects

Base

Ability

Score

Ability

Bonus

Class/Mod

Skill

etc.

Check

(# of dice)

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)

Attack Power

Dodge Check (Agility)

Physical Defense

Magic Defense (Mind)

Action Points

(Agility + Perception)

Movement (Strength +5)

Check

Hit

Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
SkillsOther Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
CheckSkillOther

Total
(# of Dice)

LifestyleLifestyle

Skills

Skills

Belongings

Belongings

WeightWeight

Belongings

Belongings

WeightWeight

Possession Weight /
Carrying Capacity:

Money

Right Hand
Left Hand

EquipmentEquipment

Head
Body
Other Armor
Accessory
Total
Weight
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
Close

Max

XL

Effects

Page Ref.

131

147

148

149

150

171

170

Range

d2

d2

d2

d2

d2

d2

d2

2d6

2d6

2d6

2d6

2d6

2d6

2d6

Magical Talent

Chanting Skill

Fireball

Magical Enhancement Skill

Mana Convergence

Wind Breath

Create Water

Crimson Magic Clan

Wizard

Magic staff

Hat

Robe

Adventurer's Card

Adventurer's set

Backpack

Manatite (XS) ×2

Major

Major

Before

damage roll

Major

Magic

Check

Magic

Check

Magic

Check

Auto

success

Passive

Passive

SingleClose

See Effect

Self
SelfPassive
Single
Self
Self
188
188
186
Create one cup of water
Create wind
+2d6 to magic-attack damage, once per Scene
+2d6 to the damage of magic attacks (post-calculation)
Magic attack. 4d6+11 fire damage
+1d6 on magic checks (post-calculation)
+1 on total check scores for magic checks
(post-calculation)

Character Sheet

Effects
Page Ref.
Equip Slot: Both, Effects
already calculated

Crimson Wizard

Character

Level

Character nameCharacter name

Player Name

Player Name

Age

Gender

Used Experience Points

RaceRace

Class

Class

Character Experience

Character illustration, etc.

Height

Eye Color

Hair Color

Skin Color

of Uses:

Origin

Circumstance

Goal

Name

Effects

Base

Ability

Score

Ability

Bonus

ClassMod

Skill

etc

Check

(# of dice)

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)

Attack Power

Dodge Check (Agility)

Physical Defense
Magic Defense (Mind)
Action Points
(Agility + Perception)
Movement (Strength +5)
Check
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
SkillsOther Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
CheckSkillOther

Total
(# of Dice)

LifestyleLifestyle

Skills

Skills

Belongings

Belongings

WeightWeight

Belongings

Belongings

WeightWeight

Possession Weight /

Carrying Capacity:

Money

Right Hand

Left Hand

EquipmentEquipment

Head

Body

Other Armor

Accessory

Total

Weight

Hit

Modifier

Attack

Power

Dodge

Modifier

Physical

Defense

Magic
 Defense
 Action
 Modifier
 Movement
 Modifier
 Range
 d2
 d2
 d2
 d2
 d2
 d2
 d2
 2d6
 2d6
 2d6
 2d6
 2d6
 2d6
 2d6
 2d6
 2d6
 Versatility
 Saint Shield
 Power
 Heal
 Lifesaving Skill
 Negotiation Skill
 Native Inhabitant
 Priest
 Light mace
 Hat
 Cloth armor
 Holy symbol
 Adventurer's Card
 Adventurer's set
 Backpack
 Manatite (XS) ×2
 Passive
 Major
 Major
 Magic
 Check
 Magic
 Check
 LevelTimingCheckTarget RangeCost

Max
 XL
 Effects
 Page Ref.
 Auto
 success
 After
 damage roll
 Passive
 Self
 SingleCloseDEX

SelfMajor
 Single
 Single
 Self
 188

188

186

+1d6 to Spirit checks for negotiation and persuasion

DEX check DL 10. Recovers someone from

being knocked out.

Restores 4d6+3 HP

+6 damage to a weapon attack

Reduce damage by 2d6, once per defense

+1 to Base AGI, Base PER, and Base LUK (post-calculation)

Character Sheet

Effects

Page Ref.

+1d6 to Heal's effects

(post-calculation)

Close

192

129

145

143

142

169

169

Compassionate Priest

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)
Attack Power
Dodge Check (Agility)
Physical Defense
Magic Defense (Mind)
Action Points
(Agility + Perception)
Movement (Strength +5)
Check
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
SkillsOther

Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
CheckSkillOther

Total
(# of Dice)

LifestyleLifestyle

Skills

Skills

Belongings

WeightWeight

Belongings

BelongingsBelongings

WeightWeight

Possession Weight /
Carrying Capacity:

Money

2d6
2d6
2d6
2d6
2d6
2d6

2d6
2d6
Versatility
Speed Rush
Run Through /
Before damage roll
Weapon Skill: Dagger
Trap Detection Skill
Investigation Skill
Tracking Skill
Adventurer's Card
Adventurer's set
Backpack
Manatite (XS) ×2
Healing potion
Passive
Passive
Auto
Success
LevelTimingCheckTarget RangeCost

Max
XL
Effects

Page Ref.
Hit check
Major
Passive
Self
Self
Single
Choose
SelfPassive
Self
Area
Self
+1d6 to PER checks when gathering information
+1d6 when detecting traps. (post-calculation)
+1d6 on hit checks (post-calculation)
+2d6 damage on a weapon attack
When targeting 2+ targets, +2 damage
+1 to Base AGI, Base PER, and Base LUK (post-calculation)

Character
Level

Character nameCharacter name
Player Name
Player Name

Age
Gender
Used Experience Points

RaceRace
Class
Class

Character Experience
Character illustration, etc.
Height
Eye Color
Hair Color
Skin Color

of Uses:

Origin
Circumstance
Goal

Name
Effects

Base
Ability
Score
Ability
Bonus
ClassMod

Skill
etc
Check
(# of dice)
Right Hand
Left Hand

EquipmentEquipment

Head
Body
Other Armor
Accessory
Total
Weight
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier
Close
Range
Native Inhabitant
Thief
Dagger
Hat
Cloth armor
Thief's tools

Character Sheet

Buckler

Passive

+1d6 to PER checks when tracking another

2d6

2d6

2d6

2d6

2d6

2d6

184

188

188

190

Effects

Page Ref.

+1 to disengaging traps

(post-calculation)

192

129

156

155

157

157

168

169

Explorer
Thief

Deciding on

a B

ackground

After using the quick start method or the construction method to determine all the statistics, items, and other information for your character

, you'll determine your Background.

This Background includes information like your character's name, age, and gender, as well as their upbringing

, past events, and objectives in their Life Path.

■ Life Path

A character

s Life Path consists of three things: an

Origin, which describes your character's upbringing; a **Circumstance**, which is an event from your character

s past; and a **Goal**, or the reason your character

s quests.

To determine these things, Roll using the proper tables for each. Life Path

ath tables are separated per race into Reincarnated Person, Native Inhabitant, and Crimson Magic Clan. When deciding your character's

s Lif
e
Path, use the table for
or their race.

● **Origin**

Your character's Origin describes what kind of environment they were born and raised into. Roll two dice, using one as the ones digit and the other as the tens digit, to generate a result between 11 and 66. (Decide which die will be which before rolling.)

It may help to use differently colored dice.)

Then

find your result on the proper Origin

T

able (pages

111–113) and write it in the Origin section of your character sheet.

▼ **Reincarnated Person Origins**

Reincarnated Person Origins describe what brought the character to the world of *Konosuba*.

● **Circumstance**

Your

character

,

s Circumstance describes some past event they encountered. Like your character's Origin, you may determine this by either rolling on the table on page 114 or by choosing your own. In either case, write it in the Circumstance section of your character sheet.

● **Goal**

Your

character

,

s G
oal describes what they seek by
adventuring. Like your character's Origin, you may
y
determine this by either rolling on the table on
page 115 or by choosing your own. In either case,
write it in the Goal section of your character sheet.

■ Other Details

Players can freely determine the following details

tails for themselves. Decide on each one, then
write them in the appropriate sections of your

character sheet.

● Name, Gender, Age

Players can decide all these for themselves.
es. When
using quick start, they can also change the sample
characters'
appearance and background information.
Just because the illustration shows a male
character doesn't mean you have to make them
one.

The same goes for age. Players should decide
for themselves.

● Appearance

We recommend basing details like hair color,
eye color,
skin color,
height, and weight on the details of each race. For
those who can draw, feel free to use the provided space on the character sheet to
depict your character.

s appearance.

● Miscellaneous Details

Players can come up with other information that doesn't go on the character sheet. Things like friends, family, events in their lives, or other unique physical traits. However, these may create a conflict with the scenario the GM has prepared, so if you decide to do this, discuss it closely with the GM and have everyone agree to these extra character details.

Character Section

111



Origin T

able (R

einca

rnated Person

) RoC

(

d66)

00

FreeDiscuss with the GM and determine an Origin for yourself.

11

~

1

2

Truck

By another

's accident or your o

wn bad luck,

you were

—ne

arly—

run over. But
when you
came to, you
were somewhere
you'd never seen before,
sitting in a simple
chair.

13
~
14

Gunshot Did you protect someone? Wrong place wrong time? Or did someone use

Right
after
telling
him
about the
ring of
a gunshot,
you found
yourself
sitting
in a simple
chair.

15
~
16

Smartphone You got a message on your smartphone. The moment you looked down

were somewhere
you'd

never seen be
fore, sit
ting in a si
mple chair

.
21~
2
2

DreamYou had a dream of that world. You know the one—the one you've always

about.
When you awoke
from the dr
eam, you wer
e somew
here you
'd
never se
en bef
ore,
sit
ting in a simpl
e chair.

23~
24

Video gameYou were playing an RPG on a console or handheld you borrowed from

nex
t thing you knew, you were somewhere...
you recognized, actually. It was the world
in
the game.

25~
26

FogYou got lost in a thick fog that appeared out of nowhere. After escaping the m

foun
d an unf
amiliar lands
cap
e spr
awlin
g out b
ef

or
e yo
u.
31~
32

Shooting

Star

Y

ou've always wished on shooting stars. Like that one. It's prett

y...

but isn't it a little close?

The ne

x

t thing you knew, you w

ere sit

ting in a simple chair

.

33~

3

4

HoleYou peered over the edge of a hole, and then someone pushed you from beh

Curiously

, y

ou kept falling. The nex

t thing you knew, you were sitting in a simple cha

ir

.

35~

3

6

Voice from

Above

Y

ou heard the v

oice of

what must have b

een a be

autiful go

ddess in your mind.

That v

oice

apparently misto

ok you f

or some
one else. Th
e nex
t thing you knew, you were sit
ting in a
simple ch
air.
41~
42

StairsYou took the fall trying to save someone else. Your vision spun and spun. The

you k
new, y
ou w
ere si
t
ting in a si
mple ch
air.
43~
4
4

LightningA bolt struck you before you had the time to prepare for death or even for

thing y
ou kn
ew, yo
u wer
e sit
ting in a simple chair.
45~
46

ViolenceYou got wrapped up in someone else's fight. Sharp pain shot through you

you k
new, y
ou w
ere si
t
ting in a si
mple ch
air.
51~
52

Magic Circle A weird pattern, like a magic circle, suddenly appeared underneath and

were caught in
the pattern...and
the next thing you knew, you were sitting in a
simple
chair.
53~
5
4

Video You just happened to glance at a video. Then you felt like you were being su

screen
n...
The ne
x
t thing you kne
w, you were sit
ting in a simple chair
.
55~
56

Strange
Door
You
noticed a door that seemed new and out of place. I d
ly, you opened it...
and the nex
t
thing y
ou kn
ew, yo
u wer
e sit
ting in a simple chair.
61~
6
2

Flash of
Light
One day, there was a sudden and intense flash of light be

for
e your eye
s. Th
e nex
t thing
you k
new, y
ou w
ere si
t
ting in a si
mple ch
air.
63~6
4

Beaten You were beaten up by a whole group. The pain and humiliation caused yo

The ne
x
t thing you knew, you w
ere sit
ting in a simple chair
.
65~
66

Unknown

Suddenly, you found yourself sitting in a simple chair. And in front of you was a be
goddess, b
eaming at you.

Konosuba TRPG

112



Origin T

able (N

at

ive Inhabitant) RoC (d66

)

00

FreeDiscuss with the GM and determine an Origin for yourself.

11

~

1

2

HeroOne or more of your parents are well-known and respected by some as heroes.

influen
ced
you in m
any w
ays

.

13

~

14

Royalty/

Nobility
You are the child of
royalty
or nobility. During
your youth,
you received
an excellent
education.
15
~
1
6

KnightOne or more of your parents are active knights. You've traveled with them as an attendant.
21~
2
2

AdventurerLike you, one or more of your parents are adventurers. Your first adventure was a vacation.
23~
24

MercenaryOne or more of your parents are mercenaries. They've fought in many battles, bringing you along.
25~
26

Secret
Agent
Y

our clan lives in the shadows and walks among them. Hired by royalty, nobility, and

influential merchants, espionage and sabotage are the names of your game.

31~

32

Priest One or more of your parents are priests. You may decide if they were part of

of Eris, the Church of Asmodeus, or the Faithful to some other god or goddess.

33~

3

4

Wizard One or more of your parents are wizards. You've inherited a lot of magic knowledge from them.

35~

3

6

Adventurers Guild Member

One or more of your parents work at the Adventurers Guild and deal with other

adventurers. Adventurers are the closest adults to you in your life.

41~

42

Scholar One or more of your parents are scholars. Your childhood home was littered with

magical items.

43~

4

4

Merchant One or more of your parents are merchants. You grew up learning their t

negotiate with customer

s. Now those ex

periences are bearing fr

uit.

45~

46

Hunter One or more of your parents are hunters. They've taught you all there is to

sur

vi

val and c

amping ou

t.

51~

52

Drifter One or more of your parents are drifters, always on a journey. You've gone v

trave

ling to m

any place

s and s

ee in

g many thin

gs.

53~

5

4

Fighter One or more of your parents are competitive martial artists in the arena. Th

const

antly

f

raught

wi

th dange

r. That n

er

vo

us, t

ingling f
ee
ling has al
ways
be
en a par
t of
you.
55~
56

Organized
Crime
One or more of your parent
s are members of an organiz
ation that does sabot
age and
assassination. Y
ou've seen it all—w
hether you w
anted to or not.
61~
6
2

Ex-Convict One or more of your parents have committed a crime or were otherwise
something the
y didn't do. You've always had to live in secr
et.
63~6
4

Demon One or more of your parents are demons. A dreadfully dark bloodline flows
veins
.
65~
66

Civilian One or more of your parents are normal people living in a town or village. I
happens, the
y keep on liv
ing; a s
trength only
a normal pers

on can have.

Character Section

113



Origin

T

able (Crimson Ma

gic Cla

n Member

) RoC (d66

)

00

FreeDiscuss with the GM and determine an Origin for yourself.

11

~

1

2

HeroOne or more of your parents are well-known great magicians praised as heroes.

issue: People laugh when they hear their names.

13

~

14

RulerYou come from the ruling class of the Crimson Magic Clan. Your family enjoys

level

lfr

ee

of any

issue,

and yo

u lead

a high-

quali

ty

lif

est

y

le.

15

~

16

WarriorOne or more of your parents work as warriors, an uncommon job for Crims

members. You've always felt conflicted when seeing them.

21~

2

2

AdventurerLike you, one or more of your parents are adventurers. Your first adven

vacation.

23~

24

Mage for

Hire

One or more of your parents are mages for hire. They f

ound employment

—and foo

d—in

many a place. F

or some reason, you never s

tayed in one place for ver

y long.

25~

Magic NinjaYour family has a shadowy history of professionals using their magical stealth and infiltration.

31~

32

SageOne or more of your parents were not only notable wizards, but also highly d

pries

ts. Many peo

ple visited them to hear the

ir words of adv

ice.

33~

3

4

Spell-CasterOne or more of your parents are excellent spell-casters. Though this is

Crimson M

agic Clan memb

ers

, the

y are a cut

above.

35~

36

Guild

Suppo

rt

Member

One or more of

your parents work

for the A

dventurers Guild in a su

ppor

t role, mainly

appraising m

agic items and removing curses from them.

41~

42

Magic
Appraiser
One or more of
your parents appraise magical items. Your home is l
it
tered with many

...
rather dangerous articles be
cause of it.

43~

4

4

Magic
Merchant
One o
r more
of y
our par
ents
are mer
chants o
f magi
c who
deal in rar
e magic
al items
wor
th fortunes. You've come to grow proud of them somehow

.
45~

46

Extremely
Poor
One or more of your parent
s staked ever
y
thing they had on i
ncreasing their wizard
powers
, leaving you in ruinous
financial straits.

51~

52

Wandering

Mage

Y

ou traveled ex

tensively with one or more of your parents. You've gone to man

y places

and se

en many thin

gs, but

you nev

er figur

ed out

why yo

u were t

rave

ling.

53~

5

4

Magic Name

of D

eath

One or more of

your parents are pe

ople who fight with magic powers... Well, actually,

they

're a

ssassi

ns who k

ill w

ith magi

c. Bu

t you

only l

earn o

f th

at much la

ter.

55~

5

6

Mystery

Socie

ty

One or more of your parent

s are members of a secret society shrouded in mystery. They threw themselves into all sorts of missions at the society's best. st. 61~ 6 2

RunawayOne or more of your parents are running from some sort of large power, or an individual. They protected you, always making sure you were hidden. 63~6 4

DemonOne or more of your parents are demons. A dreadfully dark bloodline flows through their veins. . 65~ 66

CivilianOne or more of your parents don't possess abundant magic power despite

Magic
Clan members.
Instead
, the
y lead
a normal,
down
-to
-
ear
th life
e in town.
n.

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Circums

tance T

able RoC (

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00

FreeDiscuss with the GM and determine a Circumstance for yourself.

11

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1

2

MasterYou have a master who taught you how to live and/or the techniques and s

13

~

14

Alone in the

World

Y

ou

've parte

d with your f

amily—whether b

ecause you were s

eparated in an incident or
disaster, or
because they
've died—and have been living on your own.

15

~

16

Wounded/

Sickl

y

Y

ou wer

e once stricken by a grave wound or il

lness. T

he exp

erience greatly af

fe

cte

d your

views on life and death.

21~

2

2

StepparentsYou were raised by stepparents. You may decide the reason for it, you

your b

ir

th par

ent

s, an

d your

fe

elings

on the

situa

tion as

you w

ish.

23~

24

RevelationYou heard the beautiful voice of a goddess. You have been chosen by h

something gr

and. Probably. Maybe.

25~

26

StolenSomething was stolen from you. Maybe it was a treasure, someone precious

something else entirely. But it was of great importance to you.

31~

32

FallenCircumstances led to you losing your societal status, abundant wealth, or family

After

that, your family was a shadow of its former self, fallen into ruin.

33~

3

4

LostYou lost something important. Maybe it was a treasure, a family member, or someone

else entirely. But it must have been dear to you.

35~

3

6

TravelerYou've traveled to faraway continents and unexplored lands. How long have you

been traveling like this? And yet the journey never seems to end.

41~

42

IdentityYou alone know of your true identity. You haven't revealed it to anyone. Where

will you come where you reveal your secret to someone

?

43~

4

4

AmnesiaYou have no memories of your past. You've lost either a part of your mem

memories about who you were before.

45~

46

Great

Success

s

Y

ou did some

thing that was me

t with great

success in the pas

t. You'

r

e proud of

having

done it, or

perhaps, y

ou don't think it was a triumph at all.

51~

52

PromotionYou were promoted up the Guild's ranks. Or perhaps, you gained a nob

adventures

. You may ha

ve also be

en a slave who be

came f

ree.

53~

5

4

Best FriendThere's someone you're close enough with to call your best friend, or p

your lover

. You can decide the details for yourself.

55~

5

6

DrifterYou've traveled the world, either by your own volition or because of a partic

And you're on
I
y here now as part of
this journey

.

61~

6

2

Betrayal You were betrayed. Was it by someone you trusted? Someone in a business

quest-giver? A sponsor? Whichever it was,
as, it left
t you with
th a psychological scar.

63~6

4

Quiet Life You've lived a normal, peaceful civilian's life without any particular trouble

65~

66

Goddess's

Secret

t

Y

ou accidentally learned a certain goddess'

secret.

And now that you know, you will

I

always

be in danger.

anger.

Character Section

115



Goal T

able RoC (

d66

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00

FreeDiscuss with the GM and determine a Goal for yourself.

11

~

1

2

Money!Money is your goal. That’s what you need to get by in this world. Is there a

can’t buy
with it? If ther
e is, you have no interest in that commo
dity.

13

~

1

4

TrainingYour goal is training. You want to hone your body and mind in order to re

heigh
ts.
15

~
1
6

QuestYou act in the interests of slaying the Demon King—what that beautiful god

fr
om you. You're cer
tain y
ou will accomplis
h this great que
st.
21~

2
2

CuriosityYour goal is to satisfy your own curiosity. You fully realize this will put you

you cannot stop.
23~
24

FateYou're on a journey, guided by the fate bequeathed to you by a wondrous god

that destiny is brought to fruition, you will keep on walking.
25~
26

RevengeYou're out for revenge. You haven't gotten it yet. Perhaps you lack the str

don't kno
w who exac
tly to take reven
ge on, but that flame alw
ays burns within your
chest

.
31~
3
2

Love to FightYou love battle. Narrowly escaping the jaws of cruel and unusual dea

your o
wn str
ength make

s you f
eel trul
y alive.
33~
34

Searching
for Some
one
Y

our goal is to find someone. Where could they be? Y
ou may decide for yourself
what

relationship you have with them and
/or the reasons f
or your search.
35~
36

Bread-
winning
Y
ou work
as
an adventurer to suppor
t someone special, or the rest of your f
am
ily. What
mone
y you make
from i
t goes t
o keepin
g them clot
hed and f
ed.
41~
4
2

ForcedYou act at the will of another, and it doesn't matter what you think of it. You

choice.
43~
44

FlightYou're being pursued by someone. You can't stay in one place for very long.

you act is to escape pursuit.

45~

46

Justice

You travel to see your own brand of justice enacted. To bring a blessing upon this
that is so diff

erent from your own ideals.

51~

5

2

FriendshipYour goal is to save a certain friend. You're not looking for a reward. Even

them—

a

nd for the f

riendship you share.

53~

54

RetakeYour goal is to take back something that was once stolen from you. That is v

55~

56

Looking for

Some

thing

Y

ou're on a q

u

est for some

thi

ng. It could be a great power, treasure, or a way to re

turn to

your homeland—but obtaining it is your goal.

61~

6

2

AspirationYou've always thought the world of adventurers. Maybe you aspire to d

work
ju
s
t like them, or perhaps,
you want to be a famo
us adventurer one day.
63~6
4

Demon KingYour goal is defeating the Demon King. You will make a name for you

adventurer,
slay the Demon
King, and bring
b
lessi
ngs upon this world. That is wh
y
you

act.
65~
66

No GoalYou don't have a particular drive right now. However, you are still living pe

what
,

s impor
tant in l
i
fe. Why get ahe
ad of yoursel
f and have some lof
ty go
al?

* Players may fr
eely decide o
n the specific det
ails of these Go
al
s or talk wi
th the GM to determine them.

Cons

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t

ion Process

In contrast to the quick start method (page 98), construction allows you to pick and choose all the things that go into making your character.

■ **Deciding on a Race**

Choose either Reincarnated Person, Native Inhabitant, or Crimson Magic Clan Member, then write it on your character sheet.



● **Determining Base Ability Scores**

First, determine your character's base ability

scores. On the lower part of your record sheet, there is a table for calculating base ability scores

.

Using this will make it easy to determine what the numbers should be.

Refer to the base ability score table on page 120 and write the base ability scores—Strength,

Dexterity, Agility
, Intelligence, Perception, Mind,
and Luck—f

or your chosen race in the Race

column of the base ability score table on the

record sheet.

These scores are called *base Strength*, *base Dexterity*, etc.

▼ Allotting bonus points

When creating your character

, you are given 5 bo-

nus points. Assign these freely to

whatever base

ability scores you like.

You

can put all 5 into

a single

ability score or use 1 on five different ones

. However

,

none of your base ability scores may go over

13 while creating a character

, so you can

not assign

any points to bring a base ability score beyond 13.

Write the assigned bonus points in the Bonus col-

umn of the base ability score table on your record

sheet.

▼ Determining ability bonuses

You

add your base ability score plus the bonus points

you put into them to become your final base ability

scores. Use the base ability score table on your r

ecord

sheet to total them up

.

Next, divide each final base ability score by 3 to

determine your ability bonuses. Ability bonuses

won

not be used in the game, but this value is the

basis for ability scores.

Write both your final base ability scores and ability

bonuses in the appropriate sections of your char-

acter sheet.

■ Deciding on a Class

Next, you'll decide what class your character will be. Each character can be one class at a time.

Cons

t

ruc

t

ion

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● Deciding on a Class

Y

our character

,

s class describes their abilities and role in combat.

For example

, W

arriors stand on the front line and use their weapons to deliver strong blows to the enemy

, while Wizar

ds attack using magic from the rear

. Priests can heal and support the rest of the party. Each class has a different way of fighting

. See

pages 132

—

165 for more details.

The class you settle on will determine what it is you should be doing in the game. Choose one of the twelve starter classes and write it in the Class section of your character sheet.

●

Class Modifiers

Each class gains modifiers, called **Class Modifiers**, to ability scores. F

or example,

Warriors gain more

Strength so that they can use heavy weapons and Dexterity so that they can use those weapons well.

Refer to the class modifier table on page 120, then write your class'

s modifiers in the Class Modifiers column on your character sheet.

●

Races and Classes

This book states to select a race first, then a class, but you can do it backward if you wish. It

,

up to you which one you want to decide on first. If you're having trouble choosing a race, the Native Inhabitant is the recommended option, as they work well with every class.

■ **Acquiring Skills**

Decide which skills your character has learned. For how to read the skill lists, refer to pages 122–125.

● **Choose a Race-Based Skill**

Choose one skill with Timing: On creation from the list of skills for the race you chose. At this point, you cannot choose any skills without Timing: On creation.

Write this skill and its information in the Skills section of your character sheet.

● **Choose Class-Based Skills**

Aside from your starting skill, acquire five levels'

worth of skills from the list of skills for the class you chose.

You may learn one level of five different skills or learn fewer skills to raise one or two of them to level 2.

Write all the class skills you

acquired, along with their information, in the Skills section of your character sheet.

During character creation, you can't raise a skill level to higher than 2.

▼ **Acquiring skills as an Adventurer**

Adventurers are a special class. While they only have a single class skill—Additional Blessings—they are able to learn skills from other classes. However

, an Adventurer must acquire
e Additional
Blessings on creation.
Read more about acquiring skills when creating
an Adventurer character in the Adv
enturer class
section. See page 133.



Choosing General Skills

Choose two general skills and acquire both at level
1. Write
rite these in the Skill sec
tion of your character
sheet.

■ Determining Ability Scores

Once you've decided on y
our class, race, and skills,
you have everything you need to determine your
ability scores. Depending on what skills you ac-
quired, certain base ability scores may increase.
In these cases, recalculate the appropriate base
ability score and write the new value in the appro-
priate column.

Finally

, your ability scores are determined by
adding your ability bonuses to your class'
s Class

Modifiers. Calculate each one of these individually
and write them in the Ability Scores section of
your character sheet.

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■Acquiring Items

Player characters possess 500 KE upon creation.

Choose the items you'll need f

or your adventure,

such as weapons, armor

, and tools, from the it

em

lists and purchase them. If you don

't know what to

buy, it ma

y help to refer to the sample characters.

Write your purchased items and r

emaining money

in the Equipment or Belongings section of your

character sheet.

In addition, player characters receive an Adventur-

er's Card (page 192) upon cr

eatation without spend-

ing any money

●Equipment and Belongings

According to the rules, an

y weapons and armor

that you have set to be usable at any time (the

ones in your Equipment section—this is called

having them equipped) are called **equipment**. Your

equipment is separate from anything else you

'r

e

walking around carr

ying, called **belongings**.

●Item Types and Equipment Limitations

A character can equip items to six places, or *slots*:

right hand,

left hand,

head, body,

support ar-

mor, and **accessory**. Each slot can only have one

item equipped at a time. Items you can equip are

divided into four types: weapon, shield, armor

, and

accessory.

The equipment slots for weapons and shields are written slightly differently
. See *Equip Slot* on

page 182.

▼ **Equipment restrictions**

Shields and armor can only be equipped by classes that meet the equipment requirements for those items. Each class's equipment restrictions are listed on page 120 in the Class Modifier

Table.

● **Weight Limit**

Each item has a weight associated with it.

Your to-

tal weight—consisting of items equipped to your left hand, right hand, head, body, support armor, and accessory slots, and your belongings—cannot exceed your base Strength stat.

■ **Determining Secondary Ability Scores**

Secondary ability

scores are special ability scores

derived from ability scores, equipment, and other factors.

These are mainly used in combat.

● **HP**

HP is a measure of your character's physical endurance.

This is called *vitality* in the original work.

Your

character's HP will decrease when taking attacks from weapons or magic and getting caught in traps—anything that would hurt or otherwise exhaust you.

There is no lower limit on HP; sometimes, it may drop below zero.

▼ **Maximum HP**

The highest HP your character can have, deter-

-

mined when you create them, is called maximum HP

, or max HP for short. HP lost from damage can be recovered in a variety of ways, but it can never go above the character's max HP

. A character's

max HP can be calculated via the following formula.

Write the result in the HP section of your character sheet. For class starting-HP values, refer to the Class Modifier Table on page 120.

Max HP = Base Strength Score + Class Starting HP + Skill Modifiers

●MP

MP is a value expressing the well of strength your character draws from to use magic and other skills. This is called *magic power* or *mana* in the original work. This generally only decreases when you use skills. Unlike HP, MP has a minimum of 0 and cannot go below that.

▼Maximum MP

The highest MP your character can have, determined when you create them, is called **maximum MP**, or **max MP** for short. Typically, MP is lost when a character uses skills, but it can be recovered in a variety of ways. However, it can never go above a character's max MP. A character's max MP can be derived via the following formula.

Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

max MP

. A character's max MP can be derived via the following formula.

Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

max MP

. A character's max MP can be derived via the following formula.

Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

max MP

. A character's max MP can be derived via the following formula.

Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

max MP

. A character's max MP can be derived via the following formula.

Write the result in the MP section of your character sheet. For class starting-MP values, refer to the Class Modifier Table on page 120.

max MP

. A character's max MP can be derived via the following formula.

Max MP = Base Mind Score + Class Starting MP + Skill Modifiers

● Action Points

A character

s **Action Points** are a secondary ability score representing how quickly they can take initiative, which determines the order in which characters act. Action Points can be derived via the following formula.

Write the result in the Action

Points section of your character sheet.

Action Points can be negative due to various modifiers.

Action Points = Ag

ility + Perception + Equipment

Modifiers + Skill Modifiers

● Movement

A character

s **Movement** is a secondary

ability

score representing how much distance they can cross during battle and is expressed in meters.

Movement can be derived by the following

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119

formula. Movement has a minimum of 0. If it is ever 0, the character is unable to move. See page 225 for more on Movement. Because of this, the Movement Modifiers on a character

s equipment must not bring a character

s Movement to 0 or less. Make sure not to let your Movement hit 0 or below as a result of the items you equip

$$\text{Movement} = \text{Strength} + 5 + \text{Equipment Modifiers} + \text{Skill Modifiers}$$

■ Determining Blessings

Blessings represent a character's power to stand

against fate or to make fate their ally

. With this

power

, they can do great things, such as achieving feats beyond their normal capabilities and delivering even more powerful blows.

All player characters have Blessings as the protagonists of the story.

For ho

w to use Blessings, see page 235.

On creation, a player character has 5 Blessings.

Write this value in the Blessings section of your character sheet.

■ Determining Character Level

Y

our

character level is a value representing how strong your character is.

They're written as *first-*

level, *second-level*, etc., or simply *level 1*, *level 2*, etc.

A character

s character level on creation is 1.

■ Deciding on a Background

Finally

, use the process described on page 110
to determine your character's traits
, their Origin,
other Life Path
ath details, and things like their name
and gender

.

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Base

Abilit

y Score T

able

Native
Inhabit
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9

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7

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Crimson M
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Clan Memb
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10

7



Clas

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T

able: Star

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Clas ses

Warrio
r

+2+2+2---2620+14+8

Warrio
r
Prie

st

-+2--+2--+2-2224+10+12

Prie
st
Wiz
ar
d

---+2+2+2-2026+8+14

Wi
zar
d
Thie
f
-

+2+2

-

+2

-

-

2422+12+10

Thie
f
Adventurer

11+1+1+1+1+12323+10+10-

Archer

-+2+1-+2-+124

22

+12+10Thief

Elemental Master

-

-

+1+2+2+1

-

2224+8+14Wizard

Creator

--1+2+1+2--2323+11+11Thief

Swordfighter
+1

+2+2-

+1

--2620+14+8

Warrio
r
Kni
ght

+2+1+1--+2-2620+14+8Warrior

Lancer

+2+2+1--+1--2620+14+8Warrior

Rune K
night

+1+2+1+1--+1-2422+12+10Warrior



Class Modifier T
able:
Advanced
Classes

Crusa
der

+3+2+2--+1---+20+10

Warrio
r
Arch-
pries
t

++2-+2-+3+1--+14+16Priest

Arch-wizard

---+3+3+2---+12+18Wizard

Assassin

-

+2+3

-

+3

-

-

-

-

+16+14

Thie

f

Character Section

121

Skill Lists

As explained on page 95, **skills** represent talents, combat arts, and magic that a character knows. They span many fields; a character may have a great deal of knowledge in a specific topic, such as detecting and disarming traps, be accustomed to various words, or have the ability to use offensive magic.

The details for all these skills are listed in the illustrations and descriptions for each of the races.

For more information on what each of the sections in the skill lists mean, see pages 122–125, and for how to use them, see page 194.

■ Skill Levels

Each skill has a certain **skill level**, shortened to **SL**.

When a character first acquires a skill, its skill level is 1.

Some skills'

effects will be bolstered each time a player raises its SL.

Skill le

vels can be increased when creating a character or when the character gains a character level. However, in general, skills cannot be raised above their max SL, which is different for each skill.

■ **Advanced Classes**

Pages 172

–179 list the advanced classes, which are better versions of specific classes.

Y

ou can

't choose any of these when first creating y

our

character; you can only choose one when y

10 and you decide to class change (page 2

Konosuba TRPG

122

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ead

the S

kill

Lists

■Types of Skills

Skills are separated into four categories depending on their requirements: racial skills, class skills, general skills, and enemy skills.

●Racial Skills

These skills represent things like a Reincarnated Person

s goddess-given powers or a Crimson Magic Clan member's immense magical power—

abilities characteristic of their respective races. In general, a character may only acquire racial skills of the race they decide on during character creation. These are listed on pages 126–131.

●Class Skills

These skills represent many things.

The weapon combat techniques used by a Warrior, the magic-

based attacks of a Wizard, or a Thief's ability to move stealthily.

Class skills

Class skills comprise the knowledge, techniques, combat arts, and magic that a class might specialize in. In general, a character may only acquire class skills of their current class. These are listed on pages 132–164.

● **General Skills**

These are skills that anyone, no matter the class or race, may acquire. Many are versatile, meant for various situations a little more specialized than combat, such as having very specific knowledge, being good at persuading others, or being able to hold lots of things.

These skills are an expression of a character's own unique traits and characteristics. They are listed on pages 165–171.

● **Enemy Skills**

Skills that enemies use. They're listed in the same way that other skills are, but in general, player characters cannot acquire these. See page 270 for more details.



Adventurers and enemy skills

In the original *Konosuba* work, Kazuma, an Adventurer, learns skills from monsters.

Only Adventurers—and only when permitted by the GM—may acquire enemy skills, such as ones that were taught by enemies.

In these cases, the acquired skill should be treated as an Adventurer's class skill.

ill rather than an enemy skill.

●How to Read Skill Descriptions

This section describes how to read the skill descriptions.

Whenever any section reads *See Effect*, that section is explained in more detail in the Effect section.

Whenever any section contains a –, it means that section should not be used.

When

X or Y is used, that means some sort of letters or numbers would be there.

①

① Name

The name of the skill.

②

② Type

The type of the skill, written to the right of its name.

•Spell

This means that the skill is a magical **spell**. They receive the effects of skills and items that apply to spells. Some may also have an element, such as

Spell (Earth). Any with multiple elements are written like *Spell (Earth/Fire)*.

When a sk

ill

has an element that the player chooses when they acquire it, it will say *Spell (Choose)*, and this becomes whatever element the player chooses.

③

③ Timing

The specific timing the skill must be used at. Excluding ones that say *Passive*, *Item*, or *See Effect*,

you may only use one skill in a single timing window.

w.

•X action

When the skill says *move action*, *minor action*,

major action, *reaction*, or the like, you use the skill as that action.

•X Process
When the skill says *Setup Process*, *Initiative Process*,

①

①Cure ②②Spell

③

③

Timing: Major action

④

④

Check

: Magic check

⑤

⑤

Ta

r

g

e

t

:

Single

⑥

⑥

Range: 20m

⑦

⑦

Cost

: 5

⑧

⑧

Max

SL: 1

⑨

⑨

Usage Re

quirements: –

⑩

⑩

Eff

ect: Remove all debuffs from the target.

⑪

⑪

Crit

ical: Costs 0

⑫

⑫

A spell that uses the power of the gods to detoxify the target or other with which they bring them back to a normal state.

Character Section

123

Cleanup Process, or the like, you use the skill during that Process

- Before/After check

Use the skill right before (or right after) performing a

an action check. If

it happens after an action check, the action check

's result

is decided on after

using the skill.

- Before/After damage roll

Use this skill right before (or right after) rolling for damage.

- Passive

Skills with constant effects. Some have requirements for the effects to be applied. A character may use a free action to disable the effects of a skill with Timing: P

assively.

They can re

activate the

skill by using another free action. If the passive skill

being disabled would cause some sort of problem, the GM may disallow the disabling of the skill.

- (Skill name)

If a skill name is in this section,

you use this skill at

the same time as the written skill. Unless otherwise

stated, you pay the cost of both skills.

- Item

Any skills with Timing: Item are ones that let you

acquire an item or change the details of an item.

You

can apply these things during Preplay

(or you

may choose not to).

These skills are always in effect.

fect.

Y

ou cannot sell the items you acquire in this way, and they are lost during After Play.

- On creation

Occurs alongside another timing type. This means

that a character can only acquire this skill during character creation, and not during any other point.

④ **Check**

The type of check that needs to be made to use this skill.

- Auto success

This skill produces its effects simply by declaring its usage.

- Ability score

Perform an action check using the listed ability score. In general, there is no difficulty level for these, and as long as the action-check roll isn't a fumble, the skill produces its effects. If a difficulty level is described in the Effect section and that action check succeeds, then read to see if an opposition check is required. Only upon winning that opposition check does the skill produce its described effects.

- Hit check

Perform a hit check for an attack. If an attack type is described in the Effect section, perform a hit

check for that type of attack. If the attack succeeds (e.g., it hits), then the skill produces its described effects. Some skills require you to make a hit check for something other than an attack. See the Effect section of such skills for details.

- Magic check

Perform a magic check. In general, there is no difficulty level for these, and as long as the magic check roll isn't

a fumble, the skill produces its effects. If a difficulty level is described in the Effect section and that action check succeeds, then read to see if an opposition check is required

. Only upon winning that opposition check does the skill produce its described effects. In addition, when performing a magic attack, a magic check is treated as a hit check as well

• Dodge check

Perform a dodge check. Upon passing the dodge check and evading the attack, the skill produces effects.

You cannot use these skills for reactions checks that are not dodge checks.

⑤ **Target**

The target the skill's effects apply to.

The skill's

user

decides on the target based on what the skill allows. If the target listing is followed by an asterisk,

it means the target listing cannot be altered by the effects of any other skills, items, or by other means.

• Self

The only valid target is the skill's user

• Single

The skill's target may be any one character

• Area

The skill targets all characters in an Engagement. If it says *Area (Choose)*, the skill's user may freely

decide which characters inside that Engagement to target. If it says *Area (X targets)*, the skill targets up to that listed number of characters within that Engagement.

• Scene

The skill targets all characters. If it says *Scene (Choose)*, the skill's user may freely decide which

characters in that Scene to target.

⑥ **Range**

The maximum range the target of the skill can be at.

- Xm

The target or targets must be within the listed distance (in meters) of the skill's user

.

- Close

The target or targets must be in the same Engagement as the skill's user

.

- Weapon

The skill's range is the same as the range of the weapon the user is currently wielding.

When using

Konosuba TRPG

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a weapon that performs ranged attacks, you cannot choose any characters in your Engagement as targets.

•Vision

The target or targets must be within sight of the skill's user

. Any characters not visible to the user cannot be targeted.

⑦ **Cost**

The MP cost for using the skill.

Y

ou can't use any

skills that cost more than your current MP

.

⑧ **Max SL**

The skill's maximum skill level.

⑨ **Usage requirements**

The requirements or conditions the skill'

s user

must fulfill in order to use the skill. If multiple requirements are listed

, the user must fulfill them all.

(If multiple requirements are linked by a slash ("/"),

refer to the appr

opriate sec

tion for information.)

•Class Name

If a class is listed here, such as *Warrior*, *Priest*, *Wizard*, or *Thief*, the character must currently be that class, or the advanced class that it can change to, in order to use the skill. F

or example, if the sk

ill

reads

Usage Requirements: Warrior

, then a charac-

ter can only use that skill if their class is W

arr

ior or

Crusader

.

•Using X

The character must be wielding a specific weapon to use the skill. T

his sec

tion will give the name of

a specific weapon, the required weapon type—such as *hand-to-hand* or *dagger*—or the equip

-

ment slot, such as *one*, *dual*

, or *both*. If multiple

types are listed, such as *Using a dagger or whip*, you can use either of those weapon types. If it reads

Using close-

combat, this means any weapon with

a *close* range. If it reads *Using chosen weapon*, then you need to be using a specific weapon to use the skill.

- Equipped with *X*

The character must be equipped with a specific weapon to use the skill.

This section will give the

name of a specific weapon, the required weapon type—such as *hand-to*

-hand or *dagger*—or

the equipment slot, such as *one*, *dual*, or *both*. If multiple types are listed, such as *Using a dagger or whip*, you can have either of those weapon types equipped. If you don

't have a weapon or shield

equipped (in other words, you are barehanded),

this falls into the *hand-to-hand* equipment group.

If it reads *Using chosen weapon*, then you need to have a specific weapon equipped to use the skill.

- Equipped with a shield / Not equipped with a shield

Y

ou must have a shield equipped (or not equipped) to use the skill.

- Stealth

Y

ou must be in a stealth state (page 238) to use the skill.

- Once per defense

Y

ou can use this sk
ill on a target once during the
attacking characters'

Main Pr

ocess. In other cases,
you can use it once per time damage is dealt.

- X times per round

Y

ou can use this sk
ill up to X times in a single
round.

- X times per Scene

Y

ou can use this sk
ill up to X times in a single
Scene.

- X times per scenario

Y

ou can use this sk
ill up to X times during Main

Pl

a

y.

⑩ Effect

The skill's eff
ects. Below is an explanation of several
frequently used terms.

- Y

ou

Refers to the skill'

s user.

- T

arget

Refers to the skill'

s target.

- CL

Refers to the character level of the skill'

s user.

- SL

Refers to the skill level of the skill being used.

- Type: X

Denotes a skill's type, such as a spell, or the kind of
character

, such as animal or plant. I

t also denotes

skills and characters themselves that belong to that type.

- Element

Denotes the skill's element: fire,

water, wind, earth,

lightning, ice, light, darkness, and void. Should you

need to choose an element when learning a skill

or when using it, you cannot choose void.

- Obtain

Requirements you need to fulfill when obtaining

the skill. If having a specific skill

is required for

learning this one, it will list the skill name and skill

level

required. If it requires

that you be at least a

certain character level, it will list that character

level.

- Substitute check with...

This refers to performing an action check different

than the one that would usually be performed in

that situation, such as using a hit check in place

of a dodge check when trying to avoid an attack.

- Enemy character

Refers to any character who harbors hostility or ill

Character Section

125

will toward the skill'

s user

. T

he GM has the final say

in what counts as an enemy character

.

- Duration

Indicates how long the skill's eff

ects last.

- Find eff

ect using dice

Indicates that you should roll dice when using a skill, spell, or item and then use the skill corresponding to the rolled value.

- Hit check using weapon

Indicates that the skill has effects on hit checks even if they're not for hit checks when attacking with a weapon, such as making a hit check for a reaction. If there is a usage requirement, such as needing to use a specific weapon type, you will need to meet it.

⑪ Critical

Describes what happens if you roll a critical on the action check for the skill specified in its Check section. If there is no special outcome on a critical, this section will be empty.

- Add 1d6

Add extra dice to the dice roll performed as part of a skill's eff

ect. The number of dice added is equal

to the number of sixes you rolled when making the action check listed in the skill's Check section. The effects of critical rolls on hit checks for attacks, described on page 31, are included in this.

- Costs 0

Refund all the MP spent as the skill's cost after the skill produces its effect. T

his refund only occurs after the skill resolves, so if you're unable t

o spend

enough MP to cover the cost, you cannot use the

skill in the hopes that you'll roll a critical on the action check.

⑫ **Description**

A description or depiction of the skill. Handy for acting out a character's actions.

Konosuba TRPG

Reinca

rnated Person



■ Race DescriptionRace Description

Those reincarnated from Earth by a god-Those reincarnated
dess to slay the Demon King.

With boons

dess to slay the Demon King. With boons

(like magical items) from the goddess in

(like magical items) from the goddess in

hand, they frequently become skilled

hand, they frequently become skilled

adventurers.

adventurers.

Character Section

Reinc

arnat

ion B

oon

:

Weapon

Timing: Item / On creation

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fect: Before playing, choose one weapon

fr

om your possessions.

That w

eapon gains

+

2 at

tack power.

A skill representing your choice of

reincarnation boon being a weapon of

subs
tanti
al might.

Reincarnation Boon

:

Ar

mor

Timing: Item / On creation
Check
: —

Target: Self
Range: — **Cost:** —

Max
SL: 1
Usage Requirements: —
Effect

Effect: Before playing, choose one piece of armor from your pool

sessions. It gains +

2

Physi

cal De

f

ense

and +

1

Magi

c De

fe

nse.

A skill representing your choice of

reincarnation boon b

eing a sturdy pie

ce

o

f

arm

or.

Reincarna

tion Bo

on

: Power

of

Fate

Timing: Passive / On creation

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Eff

fact: Your character gains 1 extra Blessing on creation.

A skill representing your choice of

reincarnation boon b

eing the power

to

overcome des

tiny

.

Flash o

f

Reincarnat

ion

Timing: After check

Check

: Auto success

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: Once per scenario

Eff

ect: Use right after making a check. Add 3 to

that check

's result.

Ask

will used to

break

out of

the ba

sed situatio

ns using

know

ledge or common sense fr

om modern

Ear

th. Draws vic

tory

to the user by using

information not of

this world.

Nat

ive Inhabit

ant



Race DescriptionRace Description

All humans in the game world excluding
All humans in the game world excluding
Reincarnated People and Crimson Magic
Reincarnated People and Crimson Magic
Clan members. Elves
, dwarves, and the
Clan members. Elves, dwarves, and the
like are also treated as Native Inhabitants.
like are also treated as Native Inhabitants.
Player characters of monster races hiding
Player characters of monster races hiding
in Native Inhabitant settlements are also
in Native Inhabitant settlements are also
considered Native Inhabitants.
considered Native Inhabitants.

Character Section

129

Ver

s

at

ili

t

y

Timing: Passive / On creation

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fect: When you choose this skill, select

three base

abil

it

y scor

es. When cr

eating

your charac

ter, each base abil

it
y score chosen
g
a
i
n
s
+1.

Even compared with others of
your kind,
you are multitalented.

Snap

De

c

is

ion

Timing: Passive / On creation
Check
: —

Target: Self
Range:

Cost: —

Max

SL: 1

Usage Re

quirements: —

Ef

fect: Gain +3 Action Points.

You can a

c

t w

ith unhe
sitan
t imme
diac
y in
any
situation.

St

al

w

ar

t

Timing: Passive / On creation

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fect: You gain +3 to Physical Defense.

Your bo

dy

is har

d as

sto

ne.

You can r

esis

t many

small w
eapo
ns like
blade
s.

C

omb

at

A

r

t

S

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –
Ef

fect: All final hit check scores gain +2 when
using your equipped weapon.
You're sk

illed in mar
t
ial ar
ts
that
emplo
y a
var
iet
y of
we
apo
ns. You c
an eve
n handle
weapons y
ou've never
used be
fore
with
ease. It is something you were born with—
something given to you f
rom the gods.

Konosuba TRPG

Crimson M

agic Clan



■ Race Race

Desc

r

ip

t

ion

Description

A unique race with red eyes.

A unique race with red eyes.

They are born with extremely

They are born with extremely

high magic power and intel-high magic power and intel-

ligence, making them per

fect

ligence, making them perfect

magic-users.

T
hey live together
magic-users. They live together
in a settlement called the
in a settlement called the
Crimson
Magic Village. They
Crimson Magic Village. They
usually have strange names.
usually have strange names.

Character Section

131

Godsent Chi

Id of

Des

truc

tion

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –
Ef
fec
t: All your magic attacks do +3 more damage.
You
are ver
y
good at
controlli
ng magic for
of
fense. It
's only a slight d
if

fer
ence, but one
that could mean the dif
f
erence
bet
w
een life
and death.

Magic

al Ta

lent

Timing: Passive / On creation

Check

: –

Target: Self

Range:

Cost: –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1 to the total score of all magic
check

s

you mak

e.

The Crimson Magic Cla

n excels in magic

thanks t

o their we

alth of k

nowle

dge. You
are par
ticularly talented in s
uch thing
s, ev
en
among the other clan members.

Gre

at

Magic

Pow

er

Timing: Passive / On creation

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Upon character creation, your character
gains

+5 max

imum MP

.

You

wer

e born w

ith higher magical capabilities
than many
of
t
he o
ther
Cr
imson
Magic
Clan
members.

A

bili

t

y

Sp

e

c

i

ali

z

a

t

io

n

Timing: Passive / On creation

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: When you choose this skill, select two
base abil

it

y scores. Give one +

4, and the other

–1.

A sk

ill

repres

enting your additional power

in a

cer

tain abil

it

y. But because of

the abnormalit

y,

another ability

has weakene

d.

Konosuba TRPG

132

Adv

entur

er



What I

s an

What Is an

A

dv

entu

rer?

Adventurer?

Adventurer is a class with no prerequisite

Adventurer is a class with no prerequisite conditions, made for those who have

conditions, made for those who have either decided not to acquire any class or either decided not to acquire any class or who cannot. (

That said,

who cannot. (That said, *Konosuba TRPG Konosuba TRPG*

has no starter classes with requirements

has no starter classes with requirements

to obtain.) Adventur

ers can learn the

to obtain.) Adventurers can learn the

class skills of other classes.

This means the

class skills of other classes. This means the

class is suited for experts. Essentially

, you

class is suited for experts. Essentially, you

need knowledge of ever

y class sk

ill as

need knowledge of every class skill as

well as which your other party members

well as which your other party members

may need.

may need.

Character Section

133

Adv

enturer Class Rules

This section will explain the process of acquiring class skills if you chose Adventurer.

.

F

irst, an Adventurer will always gain the skill Additional Blessings on character creation. All other skills are acquired from other classes.

s

skills and can be leveled up as they would be for their native class.

When an Adventurer levels up,

they can either gain class skills from other classes or raise the skill levels of their existing skills.

Typically, an Adventurer cannot acquire advanced-class skills or enemy skills.

With the GM's permission, however,

an Adventurer may be able to acquire an advanced-class skill or enemy skill.

When you need to refer to the enemy

,

s level, change it to mean the character

,

level instead.

■ THE OCCUPATION “ADVENTURER” A

ADVENTURER”

Adventur

ers are sor

t of jacks-of-all-trades represented by the A
entur-

ers Guild who do various tasks. Many of the
ous, such as

hunting monsters, and because adventur
ers are generally armed, they

are now partnered with the Guild, which g
handles the administration side of things fo

This is the occupational adventurer

. However

, there are some

—though

very few—adventurers who choose Adven
er as their class.

Thus, the

word has two different meanings, but because there are extremely few adventurers with the class A adventurer, it doesn't seem to be causing too much confusion.

Additional Blessings

S

sings

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fec

t: Gain 1 extra Blessing during Preplay.

This ef

f

ec

t is negated if

the character is not currently the Adventurer class

. Ask
ill
representing the beginning
ner
's luck of
an
Adventurer.

Konosuba TRPG

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Wa

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r



What I

s a

What Is a

Wa

r

r

i

o

r

?

Warrior?

Warrior is a commonly seen class

Warrior is a commonly seen class

among adventurers. Often demanded

among adventurers. Often demanded

to serve as both the par

ty

,

s sword

to serve as both the party's sword

and its shield, they find most of

and its shield, they find most of

their success in quests like monster-

their success in quests like monster-

hunting. However

, their attack po

wer

hunting. However, their attack power

and defense power g

reatly depend

and defense power greatly depend

on their weapons and armor

.

Warriors

on their weapons and armor. Warriors

must ensure they buy good-quality

must ensure they buy good-quality

equipment appropriate for their level
equipment appropriate for their level
in order to be at their best during
in order to be at their best during
combat, meaning they will need
combat, meaning they will need
greater r
ewards to maintain their way
greater rewards to maintain their way
of life.

This is one r
eason high-level
of life. This is one reason high-level
Warriors are so expensiv
e to hire.

Warriors are so expensive to hire.

Character Section

135

Cover

Move

Timing: Cover
Check

:
Auto
succe
ss

Target:

Singl
e

Range:

Cost: —

Max

SL: 3

Usage Re

quirements: SL times per Scene

Ef

fec

t: Use at the same time as Cover. Change

Cover

's

range f

rom Touch

to 20m. You

don't

actually move

as a result of

the sk

ill

.

The sk

ill

to def

end distant comrade

S.

A

II

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P

ur

p

o

s

e

D

e

f

e

n

s

e

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: Add SL×2 to your Physical Defense and

SL

to

yo

ur M

agic

De

f

en

se.

The

skill to d

ef

tly

use y

our we

apon or

shield

to repel enemy attacks.
Training has made your defensive reactions unconscious, so your weapon practice moves to defend on its own.

Cover

Cover

Timing: Before damage roll

Check

: Auto success

Target: Single

Range: Close **Cost:** —

Max

SL: 1

Usage Requirements:

Once per defense

Effect

Effect:

The user takes the damage from the roll instead of

the target

gets

. You can use Cover

ver

even if
spent,
and if
you use it w
hile ready, it
will not make you spent.
The sk
ill
to def
end your comra
de by sacri
f
icing
your
s
elf
.

Accu

rac

y Ski

I

I

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 5

Usage Re

quirements: —

Ef

fec

t: Add SL+1 to your total score on all your

hit

che

ck

s

using

a w

eap

on.

The skill to hand

le your weapon per

f

ec

tly.

You

know e

ven the most minor of

details

about y

our weapon like the b

ack o

f

your hand,

bec

ause you underst

and that is one of the

jobs

of

a Warrior.

Konosuba TRPG

136

Endur

anc

e Sk

ill

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 3

Usage Re

quirements: —

Ef

fec

t: Add SL×5 to your maximum HP.

A sk

ill that simply raises y

our st

amina. You'

re

eager to

raise y

our physical toughness.

Whenever

you have free

time, you can be

found doing sit-ups, pull-ups,

and push-ups.

You

per
sonally embody
the idea that one's
endurance is what ultimately det
ermines a
bat
tle's outcome.

Defensive Focus

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to dodge checks. Remove 1d6

fr

om al

l check

s f

or ma

jor ac

tions. T

his ef

f

ec

t

lasts until you disengage it

by spending a minor

acti

on or unti

l the end of

the Scene.

The sk

ill

to f
o
cus on def
ense.

Downs

W

ing

Timing: Minor action

Check

: Auto success **Target:** Self

Range: – **Cost:** 5

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add your Strength to the damage of
your clos

e

-c

ombat at

t

ack

s.

This e

f

fe

c

t last

s

until the end of your Main Process.

The

skill to s

wing your

weap

on down with all your might to attack. The stronger you are, the more damage will come from it.

Decoy

Timing: Setup Process

Check

: Strength Target: Single

Range: 10m

Cost: 4

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: The target performs a Mind opposition check

. Add $SL \times 2$ to your final score for this check

. If you win the check

, the target is enraged.

The skill to draw at

tackles towards and y

ou.

Character Section

137

Indo

mit

able

Timing: Cleanup Process

Check

: Auto success **Target:** Self

Range: – **Cost:** 3

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Remove one debuff from yourself.

The sk

ill to recover

f

rom po

or physical

condition through sheer resist

ance or by

t

aking

up the proper

pos

ture.

F

or

es

i

ght

Timing: After damage roll

Check

: Auto success **Target:** Self

Range: – **Cost:** 3

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Use this right after a damage roll that would deal you physical damage. Subtract

t
SL×3 f

rom the
damage.

The sk

ill to da

mpen the power o

f enemy

strikes

using the

harder part

s of

your weap

on, shield,

or armor.

Heav

y

A

t

t

ack

Timing: Major action

Check

: Hit check

Target: Single

Range: Weapon Cost: 4

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Perform a weapon attack against the target

. Add (S

L)d6 to the at

tack

's damage.

Crit

ical:

Add dice

The sk

ill to strike at your opp

onent with a

power

ful blow

.

Follow

-

Up

Timing: Before damage roll

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

quirements: Once per Scene

Ef

fec

t: Use right before making a damage roll
for

a weapon att

ack.

Add $SL \times 2$ dice to that
damage roll.

The sk

ill to del

iver more damage af

ter an

att

ack lands by f

ollowing it up with additional

strikes.

Konosuba TRPG

138

Ramp

ar

t

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 5

Usage Re

qui

rement

s: –

Ef

fect: Add $SL \times 3$ to your Physical Defense. This

ef

f

ec

t la

st

s u

ntil the end of the Scene.

The skill to take up a def

ens

ive posture and

withst

and

enemy at

tack

s.

Mig

ht

y

Shout

Timing: Setup Process

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 5

Usage Re

qui

rement

s: –

Ef

fect: Add $SL \times 2$ to the damage of your close-

combat at

tack

s. This ef

f

ec

t la

st

s u

ntil the end

of

the Scene.

The sk

il

I to give a migh

t

y shout and inc

rease

your physical capabilities, but only during
comb
at.

Mow Down

Timing: Major action

Check

: Hit check

Target: Area

([SL
x2]
tar
ge
ts)

Range: Close Cost: 3

Max

SL: 3

Usage Re

qui

rement

s: —

Ef

fect: Perform a close-combat attack against
target
s within a single Engagement.

Crit

ical: Add dice

The skill to

make a

wide swing with your

weapon to at

tack s

everal enemies at once.

L

as

t

Re

sor

t

Timing: Minor action

Check

: Auto success **Target:** Self

Range: – **Cost:** 3

Max

SL: 5

Usage Re

qui

rement

s: –

Ef

fect: Add $SL \times 3$ to the damage done by your

weapon at

tacks

. However, u

se one less die

when making reac

tion check

s. This e

f

fec

t lasts

until you declare it's over, or until the end of

the Scene.

The sk

i

ll to att

ack with reckless

ss abandon,
without bother
i
ng to think about dodging
enemy at
tacks.

Character Section

139

Wea

pon S

kil

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Using chosen weapon

Ef

fec

t: Upon acquiring this skill, select one

weap

on t

y

pe. Wr

ite this

skill down w

ith the

chose

n t

yp

e,

such as Weap

on Sk

ill: One

-

Handed

Sword.

Add 1

d6

to

any hit

che

ck

s

made with the chosen weapon.

T

reat

instances

of

Weapon Skill for other we

apons as separate

skills. You

cannot apply mor

e than one Weapon

Sk

ill a

t a

tim

e.

You ha

ve

master

ed the

use o

f

a spe

cif

ic

weapon. Among a

dventurers

, the sk

ill is

named dif

f

er

ently

base
d on w
hat w
eapon

it is, such as One
-Handed Swor
d Skill or
Bo
w
Sk
ill.

Unse

en Str

ike

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to a close-combat hit check.

This ef

f

ec

t lasts

unti

l the end of

your Main

Pro

ces
s.
The skill to strike so swif
tly
that the blade of
your
w
eap
on
is uns
ee
abl
e.

Vacuum Wave

Timing: See effect

Check

: Auto success **Target:** Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Warrior, once per
scenario

Ef

fec

t: Use when making an attack with your
weapon.

Change that at

tack

's target

to Single*

and ad

d CL

×

1

0 t

o it

s dam

age.

The sk

ill to increase your
damage by pro
ducing
a ripple in the air while att
acking. T
he more
exp
eriences y
ou are with it, the more v
acuum

waves
you can pro
duce.

Shield Bash

Skill

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 3

Usage Re

quirements: Equipped with a shield

Ef

fec

t: Add SL to your total check score on
hit che

ck

s using a w

eapon and SL

×2

to clos

e

-

combat at
tack damage.
The sk
il
l to de
f
tly
man
ipulate your shield and

weapon to p
er
f
orm at
tack
s
.

Pri

es

t



What I

s a Priest?

What Is a Priest?

Priests use the power of faith to create

Priests use the power of faith to create many different

ent kinds of miracles. In

many different kinds of miracles. In

adventuring parties, they typically

adventuring parties, they typically

focus on healing and support. Due to

focus on healing and support. Due to

how important they are, every group

how important they are, every group

will want to make sure they have one.

will want to make sure they have one.

F

Unfortunately, there is no shortage of
Fortunately, there is no shortage of
Priests who choose the dangerous
Priests who choose the dangerous
adventuring life.

They are in great
adventuring life. They are in great
demand in the Adventurers Guild
, and
demand in the Adventurers Guild, and
there

's alwa
ys a few loitering about the
there's always a few loitering about the
place. Apparently
, some Priests are more
place. Apparently, some Priests are more
villainous, abusing the desirability of
villainous, abusing the desirability of
their skills to take advantage of par
ties

their skills to take advantage of parties
and then leave them high and dry.
and then leave them high and dry.

The Church of Eris, which worships the
The Church of Eris, which worships the
goddess Eris, is the largest relig
ious

goddess Eris, is the largest religious
organization in this world, and most
organization in this world, and most

adventuring Priests are of that sect.
adventuring Priests are of that sect.

Character Section

141

Divi

ne Gu

ard

Timing: After damage roll

Check

: Auto success

Target: Single

Range: 20m

Cost: –

Max

SL: 1

Usage Re

quirements: Priest only, once

per scenario

Ef

fec

t: Use immediately after a damage roll

where the

targe

t would take damage.

Change that damage to

0.

The skill to

pray to the gods and

use their

merc

y to prote

c

t a target

.

Cur

e

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 5

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Remove all debuffs from the target.

Crit

ical:

Costs 0

A spell that uses the

power o

f the

gods to

detoxi

f

y

the target

or other

wise bring them

back

to a nor

mal stat

e.

Dispel

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 4

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Remove the effects of one spell

currently se

t on the targe

t. You may choose

which spel

l's ef

fe

ct

s to remove.

Crit

ical:

Costs 0

A spell that nul

lif

ies magic using sacred wor

ds.

Bles

S

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: Close Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: The target gains 1d6 to the checks

they p

er

for

m. This e

f

f

ec

t las

ts until the end

of

the round.

Crit

ical:

Costs 0

A spell that grants goo

d for

tune. T

hose who

receive i

t will be blessed in all

their v

entures.

Konosuba TRPG

142

He

al

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 4

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: The target recovers $3d6 + CL \times 3$ HP.

Crit

ical: Add dice

A spell that instantly

heals a targe

t's wounds

using the po

wer o

f th

e gods.

Fait

h

Skill

Timing: Passive

Check

Spell

: –

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Effective only on magic attacks that deal piercing damage. Ad

d SL×4 to

a magic

at

tack

's damage.

Should evil grow more p

ower

ful,

justice must

grow to matc

h. The skill to express the true

ex

tent

of

your f

aith's power.

Has

t

e

Spell

Timing: Setup process

Check

: Magic check

Target: Single

Range: 20m

Cost: 3

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: The target gains (SL)d6 Action Points.

This ef

fe

ct

lasts until the end of the round.

Crit

ical: Add dice

A spell that quickens the f

low

of t

ime for

the

target

, allowing them to

move f

ast

er

.

E

xorcism

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Spell

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Only works on demon targets. Perform a magic attack

agai

nst

the target.

It does

2d6+

1

0 f

ire magic

damage.

Crit

ical: Add dice

A spell that pro

duces blue f

lames to drive

away

demons.

Character Section

143

Power

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 4

Max

SL: 5

Usage Re

quirements: –

Ef

fect: The target gains $SL \times 3$ damage on all

weapon at

tack

s. T

his ef

fe

ct last

s unti

l the end

of

the Scene.

Crit

ical: Costs 0

A spe

ll that boos

ts

a targe

t

,

s physic

al strength

or t

he we

apon t

hey
carr
y.

Holy

Wor

d

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 4

Max

SL: 5

Usage Re

quirements: –

Ef

fact: Any magic attacks performed by the
target

do $SL \times 3$ additional damage. This ef

f

ec

t

lasts until the end of the S

cene.

Crit

ical: Costs 0

A spell that uses the

blessings of the go

ds to

calm th

e tar

get

's mind an

d sharp

en their
fo
cus
,
thus inc
reas
ing the
ir magic
al c
apabilit
ies.

Inv

ok

e

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fact: The target gains 1d6 to their dodge
check

s.

This ef

f

ec

t last

s until the end of

the
Scene.

Crit

ical: Costs 0

A spell that uses pr
ayers
for div
ine protec
tion
to saf
eguard fr
om danger
.

Holy

Armor

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 4

Max

SL: 5

Usage Re

quirements: –

Ef

fact: The target gains SL×3 Physical Defense.

This ef

f

ec

t lasts until the end of the S
cene.

Crit

ical: Costs 0

A spell that inc
reases a t
arget

's defensive
abilities with the f
avor
of the go
ds.

Konosuba TRPG

144

Rever

se

Hea

I

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Requires 1 level of Heal. Effective only

on undead target

s. Per

form a magic at

tack

against the target.

That att

ack does 3d6+CL

x3

piercing damage.

Crit

ical: Add dice

A sp

ell that inf

lic

ts p
ain on the unde
ad by using
healing
magic.

Resis

t

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 5

Max

SL: 5

Usage Re

quirements: –

Ef

fact: The target gains $SL \times 3$ Magic Defense.

This ef

f

ec

t lasts until the end of the Scen

e.

Crit

ical: Costs 0

A spell that uses the

favor

of the go

ds to

heighten one's resistance t

o magic.

Re

S

ur

r

e

c

t

io

n

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 10

Max

SL: 1

Usage Re

quirements: –

Ef

fact: Effective only on knocked-out targets.

Revi

ve the target at 2d6 HP

. T

he target then

become

s spent.

Crit

ical: Add dice

A spell to save others
from the brink of
death.

Quick

Heal

Timing: Initiative Process

Check

: Auto success

Target: Self

Range: – **Cost:** 5

Max

SL: 1

Usage Re

quirements: Once per Scene

Ef

fect: This skill allows you to use Heal during
the Initiative Process.

The skill to heal the wounded by qu
ickly

of

f

ering prayers to the gods.

Character Section

145

Wea

pon Ski

I

I

: Bl

u

nt

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Using a blunt weapon

Ef

fec

t: Add 1d6 to hit checks using your weapon. You cannot apply more than one

Weapon Sk

ill at a time

.

A sk

ill

that
shows y
our prof
icienc
y
with blunt
weapons such as maces.

S

aint

Shie

Id

Spell

Timing: After damage roll

Check

: Auto success

Target: Single

Range: 20m

Cost: 3

Max

SL: 5

Usage Re

quirements: Once per defense

Ef

fec

t: Reduce the damage a target takes.

Use im

mediately

af

ter

a damage rol

l where

the targe

t would be dealt damage. Reduce the damage by (SL)d6. If multi-ple Saint Shields are used at the same time, the target chooses which to receive the effect from. A spell to protect using a shield of light.

Tur

n

U

n

d

e

a

d

Spell

Timing: Major action

Check

: Magic check

Target:

Area (Choose)

Range: 20m

Cost: 10

Max

SL: 3

Usage Re

quirements: Once per Scene

Ef

fec

t: Effective only on undead targets. If a

target

's cha

r

acter

level (or enemy level) is equal

to or lowe

r than you

r character l

evel pl

us thi

s

skill's level, you k

nock

out the

enemy or k

ill

them. (

You can cho

ose

which wh

en you use

this spe

ll.)
A spell that cause
s those w
ith no life to
wither.

Sacred Lig

ht

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 5

Max

SL: 3

Usage Re

quirements: SL times per Scene

Ef

fec

t: Effective only on Priest or Arch-priest
spells. Add 3d6 to an att

ack

's da

mage or to

healing

HP

. This ef

f

ec

t last

s until the end of

your

Main

Pro

ce

ss.

The skill to tu

rn prayers to the gods into

magic
al p
ow
er
and hei
ghten
yo
ur ma
gic
abili
tie
s.

Konosuba TRPG

Wizard



What I

s a Wi

zar

d

?

What Is a Wizard?

Wizard

is a class that
controls magic
and

Wizard is a class that controls magic and
frequently ends up being the brains of the
frequently ends up being the brains of the
part

y

. This is because mag

ic is treated like

party. This is because magic is treated like
an academic subject in many parts of the

an academic subject in many parts of the
world,
and most

Wizards
have r
eceived

world, and most Wizards have received
higher
education.

They
,

re commonly

higher education. They're commonly
employed as government officials, military
employed as government officials, military
advisers, and doctors as
well. Still, natural

advisers, and doctors as well. Still, natural
talent
is crucial
when it
comes
to using

talent is crucial when it comes to using
magic. Because of this
, it is widely k

nown
magic. Because of this, it is widely known
how ex
cellent
Wizards fr
om the Crimson

how excellent Wizards from the Crimson
Magic
Clan are
. Among
adventurers,

Magic Clan are. Among adventurers,
Wizards
are
a comparatively
rare
class,

Wizards are a comparatively rare class,
and
there ar
e many
parties without
a

and there are many parties without a
Wizard in them.
Wizard in them.

Character Section

147

A

cquir

e

B

as

ic

M

agi

C

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –
Ef
fact: When you learn this skill, choose three
gener

al skills t
hat are
liste
d as sp
ells. You learn
those skill
s.
A s
kill
to m
ast
er b
e
ginner
magic
.

Cha

nti

ng Ski

I

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fact: Add 1d6 to magic checks.
A skill that heightens the user
's chanting
precision and their concentr
ation, making it
easier
to cas
t spells.

Bl

ade

o

f

W

ind

Spell (Wind)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Perform a magic attack against a target.

Add 1

d6 to the magi

c check f

or the at

tack

. That

at

tack do

es 2d6+5 wind magic damage.

Crit

ical: Add dice

A sp

ell that slices

an enemy

with a bla

de of

wind

.

Ankle

Snare

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 7

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Apply off-balance and knockback (1) to

the ta

rget.

A sp

ell that us

es magi

cal po

wer

to snar

e the

target

's ankles and stop them f

rom moving.

Konosuba TRPG

148

Flash

Spell (Light)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Perform a magic attack against a target.

That at

tack doe

s 2

d6+5 lig

ht magic da

mage. If

the target loses at least 1

H

P from this dam

age,

apply intim

idated to them. When using thi

s

spell, you may decide not

to do any damage.

An intermediate spell that uses intense light to attack and stop a target.

Its movements simultaneous.

Enhanced Chanting

Timing: Minor action
Check:
: Auto success

Target: Self
Range: – **Cost:** 5

Max SL: 1
Usage Requirements: –
Effect:

Add your Perception to the damage from your magic attacks. This effect

fec
t last
s unti
l
the end of
your Main
Process.
A sk
il
l to enhance a spell's power by
adding
special chants
to the incantat
ion. The chanting
requires accurac
y and concentration fr
om
be
ginning to
end.

Fi

r

eb

all

Spell (Fire)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Perform a magic attack against a target.

That at

tack doe

s 2

d6+

1

0 f

ire magic da

mage.

Crit

ical: Add dice

A sp

ell that cre

ates a b

all of f

ire

and shoot

s it.

Element

al Enha

ncement

Skill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fect: When you learn this skill, choose one

elem

ent.

This s

kill af

f

ec

ts all ma

gic damag

e of

that element

that you deal wi

th magic att

acks

.

Add $SL \times 4$ damage to those mag

ic att

acks.

A skill that expr

esses your t

alent i

n controlli

ng a

speci

fic elem

ent of magic.

Character Section

149

Magic

al Enhancement

Skill

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 5

Usage Re

quirements: —

Ef

fec

t: Add (SL)d6 to all magic-attack damage.

A skill that expr

esses

your superior magical

abili

tie

s.

Lightni

ng

Spell (Lightning)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Perform a magic attack against a target.

That magic at

tack

does 2d6

+5 l

ightn

ing magic

dama

ge. If the target loses at least 1

HP from

this da

mage, apply stunned to them. When

using this, you may de

cide not t

o do any

damage.

An intermediate sp

ell that at

ta

ck

s wi

th a

light

ning b
ol
t.

Lock

Spell (Wind)

Timing: Major action

Check

: Magic check

Target: See Effect

Range: Close **Cost:**

5

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Use a magic check instead of

the no

rmal c

he

ck

f

or di

sar

ming a t

rap.

Alternatively, apply a Lock A

trap (page 289) to

a treasure chest

(page 291

) or door (page 292

)

obje
c
t. T
he GM may decide that y
ou cannot set
Lock
A on a cer
tain obje
ct
. A spell f
or undoing traps using magic or locking
things l
ike door
s.

F

re

ez

e G

u

st

Spell (Ice)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Perform a magic attack against a target.

That at

tack

does 2d6+5 ice mag

ic damage. If

the target loses at least 1

HP f

rom this da

mage,

apply daz

ed to them.

Crit

ical:

Add dice

A spell that creates an icy

fo

g and attack

s w

ith

it.

Konosuba TRPG

150

Mana Conver

gence

Timing: Before damage roll

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

q

uirements: Once per Scene

Ef

fect: Use right before a damage roll for a magic att

ac

k.

Add

(SL×2)d6 to the at

tack's

damage.

A sk

i

ll that bolsters

the strength o

f your magic

at

tacks by

concentrating magical power even

f

ur

th

er.

Mana A

S

cendance

Timing: See Effect

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

q

uirements: Wizard, once per
scenario

Ef

fect: Use when making a magic attack.

Change

that magic

al at

tack

's tar

get t

o Single*

and ad

d CL×1

0 to

its dam

age.

A skill that transf

orms strong emotions into

magical power

to increase magic

da

mage.

Magic Blast

st

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

q

uirements: –

Ef

fect: A spell with Timing: Major action and

T

arg

et: Si

ng

le ga

in

s T

arg

et: Area (

Mag

ic Bl

ast

SL×2 t

a

rget

s

)

. This ef

f

ec

t

lasts until the end of

your

Main Process

A skill that disperses magic to apply a spell's effect to a wide area.

Sleep

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 7

Max

SL: 1

Usage Re

q

uirements: –

Eff

Effect: The target becomes dazed and stunned. If the t

a

rget is an ex

tra, you may

choose to put them to

sleep.

An intermediate sp

el

l that puts a t

a

rge
t to
sleep. T
hose with str
ong resistance may s
ti
ll
lose consciousness f
or a short p
eriod of time.

Character Section

151

W

ind

C

ur

t

ain

Spell (Wind)

Timing: Before check
Check
: Auto success

Target: Single
Range: 20m

Cost: 6
Max
SL: 1
Usage Re
quirements: Once per round
Ef
fec
t: Use before making a dodge check

against a target
's ranged attack or spell. Add 5
to the total check score of
the dodge check.
A spell that
creates a small
tornado to
block
arrows
and magic
.

Stone

Shield

Spell (Earth)

Timing: Setup Process
Check
: Magic check

Target: Single
Range: 20m

Cost: 5
Max
SL: 1
Usage Requirements: –
Effect

Effect: The target gains 5 Physical Defense.
This effect
ends
at last

s until
the end of
the round.

Crit

ical:

Costs 0

A spell that creates a shield or wall
made of

stone
to heighten physical def
enses.

Water

Shield

Spell (Water)

Timing: After damage roll

Check

: Auto success

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: Once per round

Ef

fec

t: Use right after a damage roll where the
target
would be de
alt special-
at
tack damage.

Subtract 1
of
from
that damage.
A spell that creates a shield of water to mitigate damage from things like breath attacks.

Stone

Bind

Spell (Earth)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Perform a magic attack against a target.

That attack

does 2d6+5 earth magic damage. If the target loses at least 1

H
P from this dam
age,
apply of
f-balance to them.

Crit

ical:

Add dice
A spell that creates small stones and fires
them.

Konosuba TRPG

Thie

f



What I

s a Thief?

What Is a Thief?

Among
adventurers,

Thieves
are
the

Among adventurers, Thieves are the
most
common
class
after

Warriors.

Like
most common class after Warriors. Like
Warriors,

they go
on the
offense in

Warriors, they go on the offense in
combat.

The
Thief truly
shines during

combat. The Thief truly shines during
dungeon exploration,
however

. A
Thief
,

s
dungeon exploration, however. A Thief's
skills are indispensable for dealing with all
skills are indispensable for dealing with all
the dangerous
traps found in
dungeons.

the dangerous traps found in dungeons.
They
also
have
many skills r
elated to

They also have many skills related to acting covertly, making them a class that

s acting covertly, making them a class that's capable of fulfilling a variety of roles. Many capable of fulfilling a variety of roles. Many of their

class skills include learning such

of their class skills include learning such talents.

Their v

ersatile array

of class skills

talents. Their versatile array of class skills means two

thieves could be

completely

means two thieves could be completely different depending on what they learn.

different depending on what they learn.

Character Section

153

Da

shi

ng

Skill

Timing: Setup Process

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Perform combat movement or

withdrawal. You cannot per

f

orm

withdraw

al if

you are being block

ed by

an enemy charac

ter

in the same Engagement as

you.

The sk

ill to im

mediately move

without mak

ing
preparator
y motions.

Bin

d

Timing: Major action

Check

: Hit check

Target: Single

Range: Weapon Cost: 5

Max

SL: 5

Usage Re

quirements: Using a whip

Ef

fec

t: Perform a close-combat attack against
a target.

Add $SL \times 2$ to that att

ack

's damage.

If

the target loses at least 1

H

P from the damage,

neither y

ou nor the

targe

t can move.

This

ef

f

ec

t last

s until you use a minor ac

tion to

declare it

's over, or unti

I the end of
the Scene.

**Crit
ica**

I: Add dice

The sk

ill to entangle someone in your whip.

Conce

al

ment

Skill

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Enter a stealth state. You can't use this
skill when Engaged with an enemy cha

rac

ter

(excluding cases where other
skills or items

give you the abil

ity

to enter a stealth state ev

en

when Engaged with an enemy character).

Th

e sk
ill t
o ins
t
antl
y hid
e on
es
el
f
using s
wi
f
t

movements

.

A

mbu

sh

Timing: Major action

Check

: Hit check

Target: Single

Range: Weapon Cost: 4

Max

SL: 5

Usage Re

quirements: Stealth

Ef

fec

t: Perform a weapon attack against the target

. Add 1

d6 to that at

t

ack

's h
it check and
add (SL)d6 to
its
damage.

Crit

ica

I: Add dice

The sk
ill to attack
f
rom a concealed place.
Opponent
s can't do
dge at
tack
s
they c
an't see
and wil
l probably suf
f
er
f
atal wounds.

Konosuba TRPG

154

Po

ison S

ki

I

I

Timing: See Effect
Check
: Auto success

Target: Self
Range: – **Cost:** 6

Max
SL: 3
Usage Re
quirements: –
Ef
fec

t: Use when making a weapon attack. If the target loses at least 1 H P from the damage, apply Poison (SL) to the target . This skill's ef f ec t lasts until the end of y our Main P rocess.

(Poison
persis
ts
af
ter
your M
ain P
rocess
)
The
skill to at
t
ack w
ith a we
apon y
ou coa
ted
with po
ison.

E

V

a

s

io

n

Sk

ill

Timing: Passive

Check

:—

Target: Self
Range: – **Cost:** –

Max

SL: 1

Usage Re
quirements: –

Ef

fec

t: Add 1d6 to all dodge checks.

The skill to dodge at

tack

s w

ith the magn

if

icent

movements

of

a but

ter

f

ly.

Fe

in

t

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: The targets of the weapon attacks

you per

f

orm gain a –

1

d6 penalt

y

on reac

tion

check

s

. T

his ef

f

ec

t las

ts

until the end of

the

Main Pr

oc

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The sk

ill to land

at

tack

s more

easily by

using f

e

int

s.

En

em

y Detec tio n Ski

I

I

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –
Ef
fec

t: When receiving surprise attacks,
per
f
orm reac
tions without t
aking the –
1
d6
penalt
y
to che
ck
s.

A skill that represent
s your ability

to sense
threats
to your
self
and per
f
ec
tly r
eac
t,
even
whe
n c
ought
of
f
gu
ard
.

Character Section

155

S

nea

ki

ng S

ki

II

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: You can move and enter an

Engagement while remaini

ng in a stealth

stat

e. This ef

f

ec

t also applies to movement

per

f
orme
d as the result of sk
ills or items.
The
skill to mo
ve in the sh
adow
s, s
t
aying
hidden, without
making a sound.

Sk

ill

B

in

d

Timing: See Effect
Check
: Auto success

Target: Single
Range: Vision **Cost:**

—
Max
SL: 1
Usage Re
quirements: Thief, once per scenario
Ef
fec
t: Use when a target declares any skill
other
than one

with
Timing: Passive. Ne
gate
that sk
ill's e
f
f
e
c
ts
and end i
t,
even i
f
it has
a duration. The
skill is still used, even if
the
ef
f
ec
ts don'
t resolve
, so the t
arget s
till spends
any cost
for
that sk
ill that they normally would.
The skill to u
se f
right or su
rprise
to stop an
opponent
's actions.

Snakebite

Timing: Minor action

Check

: Auto success

Target: Self
Range: – **Cost:** 5

Max

SL: 1

Usage Re

quirements: Using a dagger or whip

Ef

fec

t: Add your Dexterity to all weapon-

at

tack damage. T

his ef

f

e

ct

lasts until the end of

your

Main

Pro

ce

ss.

The sk

ill to increase the power

of

an at

tack b

y

def

tly manipul

ating your dagger or whip. Your

weapon str

ikes at the enemy

's vit

al spots like a

snake

.

Run

T

hr

ou

gh

Timing: Before damage roll

Check

: Auto success

Target: Self

Range: – **Cost:** 5

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: Use right before rolling for damage on

a weapon att

ack

. Add (S

L)d6 to that at

tack

's

damage.

The sk

ill

to s

trike at an opponent

's def

enseless

areas to do

greater damage.

Konosuba TRPG

156

Threat Detec

tio

n Ski

I

I

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

qu

ireme

nts: —

Ef

fect: Add 1d6 to checks to sense threats.

A skill that expr

esses your singula

r sharpness

of

wit when it comes to perceiving danger.

St

eal

Timing: After damage roll

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 4

Usage Re

qu

ireme

nts: SL times per scenario

Ef

fect: Use right after a close-combat damage roll targeting an enemy

. Obt

ai

n 1

loot item

from the t

arget of y

ou

r at

tack. Roll on the

loot

table as normal. If using this on an enemy

without a spe

cifie

d

loo

t table, obtain enemy

levelx

1

00 K

E in

stead.

Te

C

hni

c

al

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 3

Usage Re

qu

ireme

nts: Using chosen weapon

Ef

fect: Select one weapon type from any you possess. Write this skill

down as Tech

nical Skill

l:

Dagger or the like. When using a weapon of

that ty

pe, add SL to al

l h

it check

s and

SL×2 to

damage. You cannot apply multi

ple
T
echnical
Sk
ill sk
ills a
t th
e sa
me ti
me.
A skill that expr
esses your spe
cia
lization and
prof
icienc
y i
n a cer
tain
weapon t
ype.

Speed R

ush

Timing: Major action

Check

: Hit check

Target:

Area (Choose)

Range: Weapon Cost: 4

Max

SL: 5

Usage Re

qu

ireme

nts: –

Ef

fect: Perform a weapon attack against a
target

. If you target
t 2
or more f
or the att
ack,
add SL×2 to the

damage.

Crit

ical: Add dice

The skill to at

tack all

enemies in range with

swif

t

movements.

Character Section

157

Wea

pon S

kil

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Using chosen weapon

Ef

fec

t: Upon acquiring this skill, select one

weap

on t

y

pe. Wr

ite this

skill down w

ith the

chose

n t

yp

e,

such as Weap

on Sk

ill: One
-
Handed
Sword.
Add 1
d6
to
any hit
che
ck
s

made with the chosen weapon.

T
reat
instances
of
Weapon Skill for other we
apons as separate
skills. You
cannot apply mor
e than one Weapon
Sk
ill a
t a
tim
e.
You ha
ve
master
ed the
use o
f
a spe
cif
ic

weapon. Among
adventurers
, the
skill is named
dif
f
erently

based on
what we
apon it is, such as
One
-Handed Sword Sk
ill or Bow Skill.

Tr

a

p

D

i

s

a

r

m

S

k

i

Timing: Passive
Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to all your checks to disarm

tr

aps.

A sk

ill

that

represent

s y

our deep k

knowledge

of

trap construc

tion of

all kinds and your abi

lit

y

to undo them.

Twin

B

la

de

Sk

i

II

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Using a dagger or whip

Ef

fec

t: This skill comes into effect when equipping two weapons

, one in the

right

hand and one in

the le

f

t

, that me

et the

usage

conditions. Add the tw

o equipped weapons'

Hit Modif

ier

s, at
t
ack power
s, and ac
tion
modif
ier
s together, treating them as a sing
le
weap
on wit
h those
st
ats
, bo
th weap
on
categor
ies, and as a Dual-Equip Slot ty
pe. You
may use any ef
fe
c
ts o
f either
weapon, but
you
may only ac
tivate one that ne
eds declaring at
any gi
ven
time.

T

rap Detec

tion Ski

I

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –

Ef
fec
t: Add 1d6 to all your checks to detect traps. Additionally, even if you fail the trap detection, the trap will not trigger.

A skill that represents your excellent ability to locate traps by making inferences about their construction or by drawing from experience or sixth sense.

Konosuba TRPG

158

Snipin

g

Sk

ill

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 5

Max

SL: 1

Usage Re

quirements: Using a bow

Ef

fec

t: Add your Luck to all your ranged-attack

damage. This ef

fe

c

t lasts until the end of your

Main Pr

oc

ess

.

The skill to use a bow to s

trike f

rom afar. The

higher the user

's l

uck

, the more pr

ecise
the
att
ack
.

F

or

e

s

i

ght

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Add SL×3 damage to your ranged

at

tack

s. A

dditional

ly, you are not

af

fe

cte
d by
any mo
dif
ier
s f
r
om dark
n
ess
. T
his e
f
f
ec
t
last
s
until you per
for
m a movement or
the Scene
ends.
The sk
ill
to aim precisely and deliver a power
f
ul
blow to an enemy.

Shadow

Bind

Timing: Major action

Check

: Hit check

Target: Single

Range: Weapon

Cost: 3

Max

SL: 1

Usage Re

quirements: Using a bow

Ef

fec

t: Perform a ranged attack against a target. If

the target loses at least 1

H

P from

the da

mage, t

hat target takes –

1

d6 on future

dodge check

s.

This ef

f

ec

t lasts until the end of

the round.

Crit

ical:

Add dice

The sk

ill to stop a

target

's movement

s by

binding

the

ir sha

dow

using an ar

ro

w.

Archer

Archer is a class spe

**cializing in
bow usage.**

**They can strik
e at their enemies
' weak**

**points f
rom af
ar withou
t lett
ing them
draw ne
ar.**

Character Section

159

Spirit

Enha

ncement

Sk

il

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 3

Usage Re

quirements: –

Ef

fact: When you learn this skill, choose one element. Add SL to the tot

al

check scor

e on

your magic check

s for

spells of the chosen

element and add S

Lx2 t

o the magi
c damage
of
the chosen element you deal. Write the sk
ill

down as
Spirit Enhancement Skill: Light or the
like. You may learn this sk
ill again as a sep
arate
skill, so long as it's of
a dif
fer
ent element.
The sk
il
l to pre
cisely manipu
late and
strengthen
your magic using the power o
f
elementals.

S

p

i

ri

t Defe

n

se

Spell

Timing: Setup Process

Check

: Magic check

Target: Single

Range: 20m

Cost: 3

Max

SL: 3

Usage Re

quirements: –

Eff

fect: When you use this skill, choose one element. If

your t

arget re

ceives magic damage

of

the chosen elemen

t, add $SL \times 5$ to their Magic

Def

ense be

fore c

alcul

ating the damage. The

ef

f

ec

t last

s unti

l the end o

f the r

ound.

Crit

ical: Costs 0

The skill to positio

n an elem
ental close to a
target
to heighten thei
r de
fenses against a
speci
fic
element.

Element

al Mas

t

er

**Element
al Master is a class tha
t calls
for
th element
als to bols
ter their p
owers.**

**Bec
ause of this
, most of
their skills are**

**meaningless withou
t a way to use their**

**elemental
powers.**

Pla

c

e S

pir

i

t

Spell

Timing: Setup Process

Check

: Magic check

Target: Self

Range: – **Cost:** 6

Max

SL: 3

Usage Re

quirements: –

Ef

fact: When you use this skill, choose one element. Add $SL \times 5$ to the magic damage of

the chosen element you deal. T

his ef

f

ect
lasts
until the end of the Scene or until you move.

Crit

ical: Costs 0

The skill to sum
mon an
elemental that will

bolster
your at
tack
s and place it nearby.
Moving away
will break your connec
tion
with it.

Konosuba TRPG

160

T

r

ap Enhancement

Skill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Add 1 to the effectiveness level of any debuf

f
you apply to a t
arget. Has no ef
fe

ct on
debuf

f
s that
don't have ef

fe
cti
veness levels.

The sk

il

I to deploy a magic circle that will
strengthen
the poison or p
ain
you
deliver to a
target.

B

O

O

b

y

Tr

a

p

Timing: Move action

Check

: Auto success **Target:** Single

Range: – **Cost:** Self

Max

SL: 3

Usage Re

quirements: SL times per Scene

Ef

fect: When you use this skill, choose one

debuf

f. If

you deal at least 1

HP of damage
to a target
with an attack
ack
, apply the chosen
debuff
f
to that target
t. Use
1
f
or the debuff
f
's
effect
fence
tivity
enes
sle
vel wheel
ere needed.
This effect
ect
lasts until the end of your Main
Process.
The skill to catch a target
in
a trap by predicting
the enemy
's movements and setting
up a
magic circle in advance.

De

f

ensive

Pene

tr

ation

Skill

Timing: Before damage roll

Check

: Auto success

Target: Single

Range: 20m

Cost: 5

Max

SL: 3

Usage Re

quirements: Once per Scene

Ef

fect: Use this skill immediately before you make a damage roll

. Subtrac

t $SL \times 5$ f

rom the

tar

get

's Physic

al De

f

ense

and M

agic D

ef

en

se

(to

a minimum of

0). T

his e
f
f
e
ct
ends
af
t
er
calculating damage.
Th
e sk
ill to te
mpor
arily dis
able an e
nemy
's
def
enses using a magic circle.

Cre ator

Creator
is a class t
hat fight
s with magic

circles—traps created via magical
power
.

Thei
r array
s ca
n bot
h cre

**ate o
penin
gs in**

**enemy defenses and
apply debuffs
to them.**

Character Section

161

Sword Dan

ce

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 1

Usage Re

qu

irement

s: Using a dagger, one-

handed sword

, or tw

o-handed swor

d

Ef

fact: Add your Agility to all your weapon-

at

tack damage. This ef

f

ect

lasts until the end of

your

Main Pro

cess

.

The sk

i

ll to att

ack enemies as though da

ncing,

sw

ord in hand.

Q

uic

k-D

r

aw

Tec

hniq

ue

Timing: Move action

Check

: Auto success Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

qu

irement

s: Using a dagger, one-handed sword

, or tw

o-handed swor

d; SL times

per Scene

Ef

fect: Add 3d6 to the damage of your close-

combat at
tacks
. This ef
f
ect last
s u
ntil the end
of
yo
ur Main Pr
oces
s. W
hen usin
g this s
kill,
you may automatically equip an
y dagger, one-
handed sword
, or tw
o-handed swor
d, but you
cannot exchange e
q
uipped weapons in this
ma
nne
r.
The
skill to unsheathe
your sw
ord and slice
through an
enemy in a sing
le strok
e.

Sw

or

d

f
ight
er

Swordf
ighter is a clas
s skilled in the usage

of every s
word, whether it
be a dagger
,

one-
ha
nded swor
d, or two
-handed sword.

Put a swor
d i
n their hands,
and
they
'll be

able to lay all enemies low.

Du
al-
Wi

eldin

g Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 3

Usage Re

qu

irement

s: Using a dagger or one-handed sword

Ef

fact: Effective when you have either a dagger or one-handed sword e

q

uipped in both

your rig

ht a

nd lef

t h

and

s. Add SL to al

l you

r

hit check

s and S

Lx2 t

o a

ll your damage usi

ng
those weapons.
A skill that represents y
ou
r training i
n the dua
l-
wielding a
r
ts, where y
ou
use tw
o swords at the
same time.

Konosuba TRPG

162

Oath Skill

I

Timing: Major action

Check

: Auto success

Target: Single

Range: 20m

Cost: —

Max

SL: 1

Usage Re

quirements: Once per scenario

Ef

fect: While your target is in the same Scene, add 1

d6 to all your att

ack damage. This ef

f

ec

t

lasts until the end of the s

cenario.

The

skill to sw

ear an oath to f

i

ght with

ever

y

thing you have for the s

ake of one

pers

on. If the pers

on you made the oath with is

nearby, you f

eel an endless reser
ve of
f
ighti
ng
spir
it w
elling wi
thin your
hear
t.

Er

adication

Skil

I

Timing: Setup Process

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

quirements: –

Ef

fect: Add $SL \times 4$ to all your weapon-attack
damage. This ef

f

ec

t lasts until the end of the
round.

The sk

il

l to sw

ear an oath upon your honor to
def
eat your enemies.

Gu

ar

d

Sk

ill

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 5

Usage Re

quirements: –

Ef

fact: Add $SL \times 2$ to your Physical Defense and

Magic Def

ense. This ef

fe

ct last

s unti

l the end of

the Scene.

The skil

l to swear a vow of protection u

nto

your allies, thus heighteni

ng y

our own
def
ensive abilities.

K

nigh

t

**Knight is a proud
, noble class
. They can**

**bolste
r their own str
ength through honor**

**and
oaths.**

Character Section

163

Leg Sweep

Timing: Minor action

Check

: Hit check

Target: Self

Range: – **Cost:** 6

Max

SL: 3

Usage Re

qu

irement

s: Using a spear

Ef

fect: Add $SL \times 3$ to all your weapon-attack

damage. If y

ou deal at least 1

HP of damage

to a

targe

t wi

th an at

tack

,

apply o

f

f-

balance

to them. T

h

is ef

f

ect last

s un

til the end of y

ou

r
Main Pr
oces
s.
The sk
i
ll to sweep an enemy
,
s legs out f
rom
under them with the hi
lt of
your spear
.

Diver

sion

Timing: Setup Process

Check

: Auto success

Target: Single

Range: Close Cost: 4

Max

SL: 3

Usage Re

qu

irement

s: Using a spear

Ef

fect: Subtract (SL)d6 from the target's

Ac

tion

Points. This ef

f

ec

t la

st

s

until the end of

the round.

The skill to
use your spear's length
to divert the
target
's attention and prompt a delay in their
action
on
s.

L ancer er

Lancer is a class that uses spears to fight.

The length of their weapons allows them

to thrust and sweep, stopping the enemy's

movement, and they can use the force

behind their charges to increase their

attack power.

Ch

ar

ge

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 5

Max

SL: 3

Usage Re

qu

irement

s: Using a spear

Ef

fect: Perform combat movement or full movement. If

you do, add $SL \times 4$ to the damage

of

your c lose

-combat at

tack

s. This ef

f

ec

t lasts

until the end of your Main Process.

The skill to level your weapon and charge. The momentum of your charge is enough to topple enemies.

Konosuba TRPG

164

Wea

pon R

un

e

Spell

Timing: Setup Process

Check

: Magic check

Target: Single

Range: Close Cost: 5

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: The target gains SLx2 to the damage of their weapon att

ack

s. This ef

fe

ct

lasts unti

l the

end of

the Scene.

The skill to

place a ru

ne ins
ide a weapon to
ma
k
e i
t
s
ha
rp
e
r.

Ar

mor Rune

Spell

Timing: Setup Process

Check

: Magic check

Target: Single

Range: Close **Cost:** 5

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: The target gains SL×2 to their Physical
Def

ense and SL to their Magic Defense.

This

ef

fe

ct

lasts until the end of the Scene.

The skill to place a rune i

nside armor to reduce

incoming
damage.

Elemental Rune

Spell

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Lose one gem item. The damage from your weapon attacks becomes magic damage of the expended item's element. This effect lasts until the end of the Scene. See page 231

for

information about
items and elements.

Run

e

K

ni

gh

t

Rune Knights use magical runes to fight.

They can use these glyphs to enhance

their weapons and armor, or to draw out

elemental powers from gems.

Character Section

165

C

ar

r

y

ing

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Your weight limit for belongings

become

s (Base Strength)×2.

You

train your b

ody

on a daily basis.

As a result,
you can easily carry
around more than others.

Athletic Skill

I

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fec

t: Add 1d6 to your Strength checks when

per

f

orming scaling or jumping

.

A skill that expr

esses

your above

-aver

age

abi

lity

to move your body.

Gener

al Sk

ills

This section lists general skills that any

class can acquire. You can obtain them

when you create your character, or you can

learn new ones by spending experience

points.

For detailed rules on how to acquire them,

Appraisais

al Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Intelligence checks

when at

tempting to analyze an item's func

tion

or f

igure ou

t how

to use it.

A skill that e

xpr

esse

s your w

ealth of

know

ledge re

garding a myriad of

items.

Konosuba TRPG

166

Enemy Iden

tif

ic

ati

on Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to enemy-identification
check

s

.

A skill that expr
esses
your knowle
dge of
the

many different enemies who you've either run into while hunting or heard of through rumors.

Des

truc

tion Ski

II

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fec

t: Add 2d6 to your damage when

at

tempting to destroy an object.

tempting to destroy an object.

c

t. You still

cann

ot

br
eak
unb
re
ak
ab
le
ob
je
c
t
s
.

A skill that express
es your prof
iciency
with
bre
ak
ing t
hings
.

Detec

t

Deception Skill

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Mind checks when

at

tempting to see through bl

uf

f

s, lies, and

other decep

tion. A success

ful check

will not tell

you why the per

son is deceiving you, or what

they

're fo

oling you about.

A skill that expr

esses

your keen power

s of

insig

ht.

You can use things l

ike a p

erson's

expr

ession or tone o

f v

oice to det

ec

t when

they

're hidi

ng some

thing fr

om you.

Deception S

kil

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Mind checks when

at

tempting to deceive s

omeone. T

his could be

any sor

t of

bluf

f

or e

f

f

or

t

to trick

someone

with

a lie

.

A sk

ill

that ex

presse
s your k
een abilities to ke
ep
things from showing on your face, lie without
any di
f
f
ic
ult
y, an
d mislea
d o
ther
s
.

Character Section

167

FI

Feet-Footed Skill

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Action Points when

per

f

orming withdrawal f

rom a blo

cked

Engagement.

A skill that express

es your ability

to run very

quick

ly. W

it

h it

, y

ou c

an sw

if
tl
y e
sc
ap
e th
e
clutches of an enemy.

Fait

h: Er

is

Timing: Passive
Check
: –

Target: Self
Range: – **Cost:** –

Max
SL: 1
Usage Re
quirements: –
Ef

fec
t: Add 2 to the effect of your skills or your
items that re
store HP or
MP
. You can no longer
obt
ain any
ot
her
Faith sk
ills.
A skill that represents y

our worship of the
goddess Eris and your recep
tion of her div
ine
prote
ction.

Fi

s

hin

g

Sk

ill

Timing: See Effect

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Once per scenario

Ef

fec

t: Use at the end of a Scene. Restore

2d6+(CL

×2) p

oint

s of

MP

.

The GM may deny

usage of this skill for reasons like there being no lakes or rivers nearby. If the GM denies its usage, it doesn't count toward your number of

uses.

Fait

h: A

qua

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1 to your Physical Defense and Magic Def

ense. You can no longer obtain an

y
other
Faith sk
ills.
A skill that represents y
our worship of the
goddess Aqua and your recep
tion of
her divine
prote
ction.

However, being a member
of
the
Church of

A
xis may
cause
other
s to
lose tr
ust
in
you. Th
e GM will decide the details.

Konosuba TRPG

168

Inv

e

s

t

i

ga

ti

on

Sk

i

ll

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Add 1d6 to your Perception-based information

-gathering check

s.

A sk

ill

that

expr

esses

the many metho

ds you

have of

acquiring

information,

li

ke having

informants and acquaintances, or an entire

information ne

twork

.

His

t

or

y

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Add 1d6 to your Intelligence

check

s to determine whe

ther you know

basic infor

mation of

various set

tlements

,
their histor

y, their pe

ople, and event

s that

happene

d there in the past.

A skill that expr

esses your s

tudy of

literature or

simply of

hearing stories and rumors

of many

nations and towns.

Hunt

ing

Sk

ill

Timing: See Effect

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: Once per scenario

Ef

fact: Use at the end of a Scene. Restore

2d6+(CL

×2) po

ints o

f HP

. T

he GM may

deny

usage o

f this sk

il

I for

reasons like not having

enough time bet

ween S

cenés, or

there being

no animal

s near

by. If

the

GM deni

es this

sk

ill's

usage, it do

esn't count toward your number of

uses

.

The

skill to hunt animals for
r f
ood and re
plenish
your
st
amina.

Gif

ted Meat Ski

I

I

Timing: Item

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fact: During Preplay, acquire three pieces of
meat (page 193
).

Shop owners or
dairy
farmer
s you know share
meat
with yo
u.

Character Section

169

T

racking S

kil

I

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fec

t: Add 1d6 to Perception checks when

at

tempting to follow s

omeone or s

omething

using the footpr

ints or other tr

aces they lef

t

be

hind.

A skill that expr

esses y

our excellent ability

to dis
co
ver
tr
ack
s le
f
t in dir
t
, t
ramp
le
d
underbrush, and other traces like dust or dirt to
determine where
e some
thing is headed.

Negotiation Skill

tiat

ion Skill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Mind checks for negotiation and per

suasion.

Ask

ill

that represents

your ability

to persuade

others by

putting your charm, persuasive

ability, or demeanor to effect

your

use in

negotiations.

P

ar

t

y

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to your Dexterity checks when

per

f

orming par

t

y trick

s

.

The skill to

use a variet

y of

techniq

ues to make

par

ties more

exciting. Even more

adv

anced

skills than this exis

t

, capable

of

exci

ting entire

venue

s w

ith ac

ts

that

app

ear

to be

magic

.

Life

savi

ng Ski

II

Timing: Major action

Check

: Dexterity

Target: Single

Range: Close **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Effective only when the target is

kno

cked out

. Per

for

m a De

x

terit

y

check

with

DL 1

0. I

f it

succeeds,

the t

arget is no longer

kno

cked ou

t,

and their HP be

comes 1

. T

he

target

then be

comes spent.

The sk

ill

to

per

f

orm emergenc

y f

irst aid and

revi

ve pe

ople f

rom unconsciousness.

Konosuba TRPG

170

Fea

ther

Spell (Wind)

Timing: See Effect

Check

: Magic check

Target: Self

Range: — **Cost:** 6

Max

SL: 1

Usage Re

quirements: Once per Scene

Ef

fec

t: Use right before a damage roll from

falling. Cha

nge the damage you would take

fr

om f

alling to 0. You can also us

e this on

damage taken f

rom f

alli

ng into pit

falls (page

289) or holes (page 291

), or when af
f
ec
te
d by
of
f

-balance when riding a mount.

Crit

ical: Costs 0

A s
tar
ter
spe
ll that let
s y
ou land smoo
thly.

Cre

ate E

ar

th

Spell (Earth)

Timing: Major action

Check

: Magic check

Target: Single

Range: Close **Cost:** 2

Max

SL: 1

Usage Re

requirements: –

Ef

fec

t: If your magic check is successful, you produce a handf

ul's wor

th of

ear

th.

Crit

ical: Costs 0

A s

tar

ter

spe

ll that pro

duces s

oil f

ull of

nutrients.

Cre

ate Water

Spell (Water)

Timing: Major action

Check

: Magic check

Target: Single

Range: Close **Cost:** 2

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: If your magic check is successful, you produce one cup's worth of water.

Crit

ical: Costs 0

A st

arter

spell that produces enough clean water to f

ill a cu

p.

Gener

al

Skills: Basic

Ma

gic

The sk

ills in this list are all beginner spells.

They'

re easy to acq

uire,

but ma

ny a

ren't

made for comba

t.

Character Section

171

Win

d Breath

Spell (Wind)

Timing: Major action

Check

: Magic check

Target: See Effect

Range: 5m

Cost: 2

Max

SL: 1

Usage Re

quirements: –

Ef

fect: If your magic check is successful, you produce enough wind to blow away a piece of

paper in a desired location within range.

Crit

ical: Costs 0

A st

arter spell that produces enough wind to blow away pieces of paper.

Purif

ic

ation

Spell (Water)

Timing: Setup Process

Check

: Magic check

Target: See Effect

Range: Close Cost: 6

Max

SL: 1

Usage Re

quirements: –

Ef

fect: If your magic check is successful, you

purif

y the w

ater you're touching. Y

ou can

purif

y dir

ty

water, water with poison in

it, e

tc.

The GM may set a dif

f

icult

y level for

the check

depending on the state or

amoun

t of

water.

Crit

ical: Costs 0

A star

ter spell that per

fec

tly purif

ies the water

you touch.

T

inder

Spell (Fire)

Timing: Major action

Check

: Magic check

Target: Single

Range: Close **Cost:** 2

Max

SL: 1

Usage Re

quirements: –

Ef

fect: If your magic check is successful, you

produce a small flame, about the siz

e of a

match'

s.

Crit

ical: Costs 0

A st

arter

spell that produces abou

t a match'

s

wor
th o
f
flame
. To maintain it
, you
will need
someth
ing
f
la
mma
ble
li
ke f
irewood
or clot
h.

Fr

e

e

ze

Spell (Ice)

Timing: Setup Process

Check

: Magic check Target: Single

Range: 5m

Cost: 4

Max

SL: 1

Usage Re

quirements: –

Ef

fect: If your magic check is successful, you

fr

eez

e water

that's wi

thin

range or f

re

eze the

sur

f

ace

of

a char

ac

ter

's bo

dy. Fre

ezin

g in this

way do

es not af

f

ec

t check

s or the like.

Crit

ical: Costs 0

A s

tar

ter sp

ell that us

es a small chill to slightly

fre

eze the surf

ace of a target
's
body.

Konosuba TRPG

172

Flur

r

y

Timing: Major action

Check

: Auto success

Target: Self

Range: – **Cost:** 8

Max

SL: 3

Usage Re

quirements: SL times per Scene

Ef

fec

t: Perform two close-combat Heavy

At

tack

s.

Yo

u don't pay f

or ei

ther Heav

y

At

tack

's cost,

and their targets be

come Single*

.

You

may atta

ck the same targe

t t

wise,
or t
wo
target
s once.
The skill to follow up a Heavy At
t
ack with
another one in qui
ck succession.

A

t

t

ac

k

Enha

ncement

Skill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Add SL×4 to all your weapon-attack damage.

The

sk

ill to unleash p

ower

f

ul at

ta

ck

s using all

the technique of a Crusader.

Bloo

d Str

ike

Timing: Before damage roll

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Use right before rolling for damage on a weapon at tack

. E
xp
end any amou
nt of
HP u
p
to $SL \times 5$. For each point of HP given, the at
tack
does 1 more
damage.
The skill to
spend your own
life to inc
rease the
power of your strikes.

Cr

us

ader

**Crusader is the Warrior
's advanced class.**

**Central to the
ir fight
ing sty
le are at
tack
s**

**using weapons and skills to incre
ase the
ir**

**def
enses
. They also have plent**

yo
f sk
ills

meant
f
or pr
ote
c
ting allie
s—
all ne
ces
sar
y

abilities for a Crusader, who st
ands on

the fr
ont lines to face
the brunt of enemy

forces.

Character Section

173

Stat

us Ef

fec

t Resi

st

a

nc

e Ski

I

I

Timing: Cleanup Process

Check

:—

Target: Self

Range: — **Cost:** —

Max

SL: 3

Usage Re

quirements: SL times per Scene

Eff

fec

t: Recover from all your current debuffs.

The sk

ill to recover

f

rom poor

physical

condition by raising your resis

tance to

them or

mo

dif

y

ing y

our

po

s

ture

.

Mas

S

Co

ver

Timing: Cover

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 3

Usage Re

quirements: SL times per scenario

Eff

fec

t: Use at the same time as Cover. Perform
protection on multiple characters
in the same Engagement as you.
These protection techniques
character's will not receive
damage. You only receive
a single character's worth
of damage. If

you were also a target of the
damage role, you receive
your portion of damage in addition to a
separate single character's
worth. The skill
to protect
c

t an entire area.

Mas

ter

y

Sk

il

I

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Usage Re

quirements: —

Ef

fec

t: Choose one weapon type. Write this

skill dow

n with the

chosen t

y

pe

, such as

Mas

ter

y Skill:

One-Han

ded Swo
rd. Add 1d6 to
all
hit check
s using a weapon of
the chosen
t
ype.
T
reat inst
ances of
Master
y Sk
ill for other
weapons as sep
arate skills. You can
not apply

more than one Master
y
Skill at a time.
Ex
presses
your master
y
over a spe
cif
ic kind of

weap
on
.

Fo

r

tre

ss Sta

nc

e

Timing: Setup Process

Check

: Auto success

Target: Self

Range: – **Cost:** 9

Max

SL: 5

Usage Re

quirements: –

Ef

fec

t: Add SLx4 to your Physical Defense and

Magic Def

ense. T

his ef

f

ec

t last

s until the end of

the Scene or

until you per

for

m movement.

The

skill to s

top mo

ving and loc

k y

ours

elf

in a

def

ensive pos

ture.

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Holy

Bat

tle

Skill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fect: Add $SL \times 3$ to your attack damage.

A skill that express

es your training

meant to

prepare

you f

or undert

aking holy bat

ties.

De

fen

sive

Enha

ncement

Sk

il

I

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 5

Usage Re

quirements: –

Ef

fect: Add $SL \times 3$ to the effect of your Saint Shield.

The sk

il

I to heighten the ef

fe

ct

s of S

aint S

hield

via prayer.

High

Sain

t

Shield

Timing: Saint Shield

Check

: Auto success

Target: Self

Range: – **Cost:** 4

Max

SL: 1

Usage Re

quirements: Once per round

Ef

fect: Use this skill at the same time as Saint

Shield. Cha

nge Saint Shield's target to

Area

(Choo

se).

The skill to increase the range of Saint Shield

by

way o

f noble pr

ayers.

Arch-priest

Arch-p

riest is the Prie

st

,
s advance
d class.

They can use magic even more specialize
d

in recover
y and suppor
t. They als
o have

ex
tra combat abilities aside fr
om that.

Character Section

175

S

c

r

ip

t

ur

e

Sk

ill

Timing: Minor action

Check

: Auto success

Target: Self

Range: – **Cost:** 7

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: Only affects Priest and Arch-priest skills.

Add
your
Mind to
any HP-
re
cover
y
ef
fe
c
ts or
at
tack
damage brought about b
y
your major
ac
tion. T
his ef
fe
c
t last
s until the
end of
your M
ain Process.
The skill to use words of
prayer to draw f
or
th
the power o
f
the gods and strengthen the
ef
fe
c
ts o
f
your magic and sk
ill
s. Some
times,
Arch-pr
iest

s will add the word *Sacred* to the
be
ginning o
f
wh
ate
ve
r sk
ill
's ef
f
e
c
t
s
the
y
bols
ter
with this
skill.

Sacr

ed E

xorc

ism

Spell

Timing: Major action

Check

:—

Target: Single

Range: 20m

Cost: 12

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: You can learn this skill only if you have learned at least

1

level of

E

xorcism.

Only

ef

fe

c

tive against demon targe

ts

. Perf

orm a

magic attack

against the target. If

the targe

t

is an enemy with a CL (or enemy level) less than or

e

qual to

yo

ur CL+SL

+

3, th

at t

ar

ge

t

dies. Other

w

ise, the at

tack
deals (S
L
+
1
)d6+2
0
piercing damage to the target.
Crit
ical:
Add dice
A spell that destro
ys demons.

Sacred

T

u

rn

Un

dea

d

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 3

Usage Re

quirements: –

Ef

fec

t: You can learn this skill only if you have

learned

at least 3 level

s of

T

urn

Und

ead. Only

ef

fe

c

tive against undead target

s. If the

target

is an enemy with a CL (or enemy level) less than

or e

qual t

o y

our

CL+

SL+

3, the

tar

ge

t e

ith

er di

es

or is kno

cked out

(you de

cide which when

you

use this skill)
. Other
wise,
the at
tack deals (SL
+
1
)
d6+2
0 piercing damage to the target.

Critical:
Add dice
A spell that des
troy
s the unliving.

Pr

ay

e

r

Sk

ill

Timing: Passive
Check
: —

Target: Self
Range: — **Cost:** —

Max
SL: 1

Usage Re

quirements: –

Ef

fec

t: Add 1d6 to all your checks for Priest
and Arch-pries

t sk

ill

s.

A skill that express

es your prayer

s' ability

to

draw f

or

th additional power

in skills.

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E

X

t

ended C

hant Skill

Timing: Setup Process

Check

: Auto success

Target: Self

Range: — **Cost:** 8

Max

SL: 5

Usage Re

quirements: —

Ef

fect: Add $SL \times 5$ to your magic-attack damage

but subtr

act 1

0 f

rom y

our Action

Poi

nts

. This

ef

f

ec

t lasts until the end of

the round or until

you per
for
m movement.
The skill to prolong your chanti
ng to increase
your magic's power.

E

ar

t

h

Shaker

Spell (Earth)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 1

Usage Re

quirements: –

Ef

fect: You can learn this skill only if you have

learned at least 1 level of Stone Binding. Perform a magic attack against the target. That attack

deals 2d6+20 extra magic damage. If the target is already affected by this spell, it loses at least 1 HP from this damage, apply of force to balance to them.

Critical

critical: Add dice

An advanced spell that attacks by shaking the ground.

E

Explosion

Spell

Timing: Major action

Check

: Magic check

Target:

Scene (Choose)

Range: Vision Cost: 60

Max

SL: 5

Usage Re

quirements: –

Ef

fect: You can learn this skill only if you have

learned at

least 5 lev

els of E

x

tended Chant Skill.

Usable only during

a f

if

th-

level Ex

tended Chant

Skill. P

er

form a magic at

tack against the target

.

That at

tack

deal

s (SL

+

1

)d6+6

0 void magic

damage.

Crit

ical: Add dice

Ex

plosion magic boast

s incredibly high power.

Casting it re

qu

ires a long incantation and

immens

e magic

al po

wer.

Arch-wizard

Arch-wi

zard is the advanced c

lass for

Wizar

d. They can use gre

ater, more

pow

er

ful ma

gic.

Character Section

177

To

ornado

Spell (Wind)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 1

Usage Re

quirements: –

Ef

fect: You can learn this skill only if you

have learned

at least 1 level of Blad

e of

Wind.

Perf

orm a magic attack

agai

nst the targe

t. Add

1

d6 to the at

tack

's m
agic check.
That att
ack
deals 2d6+20 wind magic damage.

Crit

ical: Add dice

An advanced spell that at
tack
s with a huge
tornado.

Lig

ht of

Sa

ber

Spell (Light)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 1

Usage Re

quirements: –

Ef

fact: You can learn this skill only if you have
learned

at least 1
level of Flas
h. Pe
r
form a
magic att
ack again
st the t
arget. That at
tack

deals 2d6+
25 l
ight magic damage.
If th
e target

is in the same Engagemen
t as you, add 1
0 more
damage.

Crit

ical: Add dice

An advanced spell that slices an enemy with
bla
des
of
light
. It
boa
st
s high
er p
owe
r in c
los
e-
range combat.

Lightni

ng Strike Spell (Lightning)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 1

Usage Re

quirements: –

Ef

fect: You can learn this skill only if you have

learned at

least 1 level of

Lightn

ing. Perf

orm

a magic attack

agai

ns

t the target

. That at

tack

deals 2d6+20 l

ightning magic damage. If

the

target loses at least 1

HP from this dam

age,

apply intim

idated to them.

Crit

ical: Add dice

The sk

il

l to

skewer enemies with po

werf

ul

bolts

of lightn

ing. It can even be used indoors without issue.

Inf

er

n

o

Spell (Fire)

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: 12

Max

SL: 1

Usage Re

quirements: –

Ef

fact: You can learn this skill only if you have

learned

at least 1

level of Firebal

l. Perf

orm a

magic att

ack again

st the t

arget. That at

tack

deals 2d6+30 fire magic damage.

Crit

ical: Add dice

An advanced spell that incinerates an enemy with enormous flames.

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178

C

ic

ad

a

Sk

ill

Timing: See Effect

Check

: Auto success

Target: Self

Range: – **Cost:** 3

Max

SL: 3

Usage Re

quirements: SL times per scenario

Ef

fect: Use when you are making a dodge
check

. If that do

dge check succee

ds, at the

end of

the at

tacker

's Main Process,

you may

per

form one major action (except attack)
You cannot perform a move action or minor action in this way.
The skill to take action while evading enemy attacks.

Acr

obatic Evade

Timing: After check

Check

: Auto success

Target: Self

Range: – **Cost:** 7

Max

SL: 3

Usage Re

quirements: SL times per Scene

Ef

fect: Use right after making a dodge check.

Redo that che

ck. T

he result of this new check

cannot be changed.

The sk

il

l to f

orce your b

ody out o

f the w

ay of

at

tack

s that

should have hit y

ou.

A

f

t

erimage

Skill

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 12

Max

SL: 1

Usage Re

quirements: –

Ef

fect: Add 1d6 to hit checks for weapon

at

tack
s and
1
d6 to y
our dodge check
s. T
his
ef
f
ec
t last
s unti
l the end of
the Scene.
The skill to move so q
uickly that you leave
af
terimages b
ehind
.

A

ssass

i

n

Assassin is the advanced class for Thief.

**They
spec
ialize in s
tealt
h combat
, lurk
ing in**

**the shadows
, and watching f
or the per
f
ect**

**opportunity to strike an en
emy's weak**

**point
.**

Character Section

179

Stor

m Rush

Timing: Major action

Check

: Auto success

Target: Self

Range: – **Cost:** 8

Max

SL: 3

Usage Re

quirements: SL times per scenario

Ef

fec

t: Perform two Speed Rush close-combat

at

tack

s. You don't pay f

or either

Speed Rush's

cost.

Y

ou may attack

the same targe

t t

wice, or

t

wo targe

ts once.

The skill to move li

ke a rushi

ng gale to

continuous

ly at

t

ack multiple opponents.

Pinp

oin

t

V

i

t

al

S

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** 10

Max

SL: 1

Usage Re

quirements: Using a dagger, once
per Scene

Ef

fec

t: Use when making a weapon attack.

Change that at

tack

's target

to Single*

, then

calculate its damage as though
the target
's
Physical Def
ense and Magic De
f
ense wer
e
0. This ef
f
ec
t last
s unti
l the end of
your Main
Pro
ces
s.
The sk
ill
to use your dagger
to deliver a surgical
strike t
o the gaps bet
we
en armor or scales.

Shadowblade

Skill

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 3

Usage Re

quirements: Stealth

Ef

fec

t: Add 1d6 to your hit checks for weapon

att

ack

s and add SL×5 to their damage.

Th

e sk

ill to t

arg

et

an enemy

's vit

als

while

hidden.

Mis

t

hid

e

Sk

ill

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Usage Re

quirements: –

Ef

fec

t: You can enter a stealth state even while Engaged with an enemy character.

The sk

ill to conceal your presence in an instant,

as though disappearing i

nto mist, even w

ith an

opponent wa

tching.

Item Lists

This section contains all information on item

F

or how to read the it

em lists, see pages 182–183, and for using

ems,

see pages 194–195.

● POSSESSIONS

Any item a character currently has on their

P

ossessions can range from weapons and ar

lanterns and ropes. Ha

ving an item like this is called possessing ar

Depending on how the item is being used

fied as either equipment or belongings. Ho

ever

, just like with Lifestyles

(page 193), there are also possessions that

e neither **equipment** nor

belongings.

● EQUIPPING AND CARRYING ITEMS

Normally

, you can use any items in your inventory. However

, some can

only be used if you have them equipped, and others may not have an effect in certain situations.

This mainly applies to weapons and armor.

Equipping an item means preparing it so that it can be used as needed.

For

example, if you have

a weapon equipped, you are

in a state where

you can immediately attack with it. Consequently,

even

if you have a

weapon equipped in both hands, you

can still use a potion or hand an

item to another character

► **EQUIPMENT**

Items that are currently set on any one of the character—right hand, left hand, head, body, support armor, and accessor y—are called **equipment**. In general, you can equip one item per slot.

► **BELONGINGS**

Items other than equipment that a character walks around with are all called **belongings**. Belongings can be in the pockets of clothing and armor, but specifying where they are is not strictly necessary.

Character Section

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Items come in several **types**. The Type section for items describes what category that item belongs to and how to use it. Item types are described below

Weapon

Items used in battle, like swords and spears.

Y

ou

can equip these to either your right hand or your left hand. In the item lists, weapons are not

listed as *weapon*, but rather

, they are split up into

several subcategories.

There are nine subcategory-

ries of weapons: hand-to-hand weapons, daggers,

one-handed swords, two-handed swords, axes,

blunt weapons, spears, whips

, and bows.

Shield

An item held in the hand to block attacks.

They

have an effect only when equipped in the right

hand or the left hand.

Armor

Gear that protects the wearer'

s body. Armor can

be split into three categories based on what body

part they correspond to: head, body, and support

armor.

These have an effect only when equipped.

Accessory

Items with various effects that can be worn on the

body.

These have an effect only when equipped to

the accessory slot.

T

ool

Various items used f

or adventuring.

They can generally be used from the inventory.

Gem

Gemstones such as rubies or diamonds. Some have skill-like effects and are consumed on use.

Potion

Items that can restore HP or MP

, like heal potions

or manatite, or items that purge debuffs.

They can be used from the inventory.

Food

Items that restore HP or MP

, like meat or fruit. They

can be used from the inventory.

Storage

Items like backpacks

that allow you

to store other

items.

These increase your carrying capacity

.

They

have an effect as long as they're in your inventory,

but you can

only gain the effects of more than one

storage item with the same name at a time.

Decoration

Items like clothing or small accessories. Their effects

are active when they're in your inventory,

and

you can use them from it, but they don't

have any

rule-related abilities.

You can wear an

unlimited number of

these, regardless of your

current accessory slot.

Service

The types of services available to the player characters, such as lodging and food

. Services are not

possessions; you simply pay the price for one at

the relevant location to gain its benefits. Certain items can be kept in your inventory, but they are not considered belongings.

Lifestyle

A piece of information that describes how a character lives between sessions, which can be anything from an extravagant existence to residing in a horse stable. PCs must buy one Lifestyle during Preplay and pay for it during Afterplay.

See page 210.

Types of Items

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These pages explain how to read an item listing

If a section of an item listing reads

"_,"

it can mean

that section does not exist for the item or possesses no relevant information for it. Alternatively

it could also mean that the item doesn't

receive

modifiers from skills or other items. Some sections may point you to the Effects section for more details.



Common Sections

The following sections are common in all item lists

Name

The name of the item.

Type

Level

The category of the item. See page 181 for details.

Level

The minimum required character level (CL) needed to equip or use the item.

Weight

Weight

The weight or bulk of the item.

There is a limit on

how many belongings and pieces of equipment you can possess at once. Items with a

"_"

in this

section cannot be equipped or possessed as belongings.

Equip Slot

The slot the item is equipped to.

You

can only

equip one item to each slot.

▼ Equip Slot: One

Can be equipped in either the right hand or the left hand. Write which in your equipment section.

▼ Equip Slot: Both

Requires both hands to equip and needs both the right-hand and left-hand slots.

Write a weapon like this in your right-hand slot, then write a “_”

in your left-hand slot.

▼ Equip Slot: Dual

An item that represents two weapons used at once.

This needs both the right-hand and left-hand slots.

Write a weapon like this in your right-hand slot, then write a “_”

in your left-hand slot.

Value

The KE needed to purchase the item.

Class Restrictions

Shields and armor have various conditions that need to be met in order to equip them. If your class’

s equipment requirement doesn’t match

this class restriction, you cannot equip the shield or armor.

For example

, Knights have Equipment Requirement: W

armor

, which means they can equip shields and other armor with a W

armor

class restriction. If

an equipment requirement reads

“_”,

”

such as with the Adventurer

, you can only equip shields and armor with a
“_”

class restriction.

Effects

Any effects the item has. Below are some terms that may appear in this section.

•Timing

This explains when you can employ the effects of an item, such as by using a major action or minor action.

•Wearer/Bearer

The character equipping the item.

•User

The character using the item.

•Owner

The character who possesses the item.

•Consumable

Consumable items are lost upon usage. Unless otherwise stated, a consumable item will disappear once its effects have resolved.

•Throwable

If you have the item equipped, you can perform a throwing attack with it.

Notes

Any additional notes about the item.

This may include all the item

s effects as well.



Weapons

Every weapon in the list contains the following sections.

Hit Modifier

A modifier applied to hit checks made when attacking with the weapon. Applying it may bring the check score below 0. Commonly shortened to Hit Mod.

Attack Power

The weapon

s attack power.

This number is add-

ed to damage rolls. Commonly shortened to Atk

Po

w

e

r.

Action Modifier

A modifier applied to a character's Action P

oints

when the weapon is equipped. Action P

oints may

sometimes go below 0. Commonly shortened to

Action Mod.

Range

The weapon

,

s range. If this says *Close*, then the

weapon can only target those in the same En-

gagement as the equipped character

. T

hese at-

tacks are generally close-combat attacks.

If a range is displayed in meters, the equipped

character can choose any target within that range

that is not in the same Engagement as them to

attack. These attacks are generally ranged attacks

.

H

ow to Re

ad Ite

m D

ata

Character Section

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Shields

Every shield in the list contains the following sections.

Physical Defense

Physical Defense

The modifier applied to a character's Physical Defense when the shield is equipped. Physical Defense cannot go below 0 as a result of applying the modifier.
. Commonly shortened to Phys Def.

Magic Defense

The modifier applied to a character's Magic Defense when the shield is equipped. Magic Defense cannot go below 0 as a result of applying the modifier.
. Commonly shortened to Mag Def.

Action Modifier

A modifier applied to a character's Action Points when the shield is equipped. Action Points may sometimes go below 0. Commonly shortened to Action Mod.



Armor

Every piece of armor in the list contains the following sections.

Dodge Modifier

The modifier applied to dodge checks made with the armor equipped. Applying it may bring the check score below 0. Commonly shortened to Dodge Mod.

Physical Defense

Physical Defense

The modifier applied to a character's Physical Defense when the armor is equipped. Physical Defense cannot go below 0 as a result of applying the modifier

. Commonly shortened to Phys Def.

Magic Defense

The modifier applied to a character's Magic Defense when the armor is equipped. Magic Defense cannot go below 0 as a result of applying the modifier

. Commonly shortened to Mag Def.

Movement Modifier

The modifier applied to a character's Movement when the armor is equipped. If Movement would be equal to or below 0 after totaling all Movement modifiers, you must rearrange your equipment so that Movement is at least 1. Commonly shortened to Movement Mod.

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W

eapons Lis

t

Bareh
anded

Hand-to-hand1

-
±0

±0

±0

Close
Dual
Iron knuckles

Hand-to-hand15

+1

+4

± 0 Close

Dual

Bagh na

kh

Hand-to-hand $15 \pm 0 + 6 \pm 0$ Close

Dual

Iron cl

aws

Hand-to-hand $25 \pm 0 + 7 \pm 0$ Close

Dual

Mithr

il knu

ckl

es

Hand-to-hand $46 \pm 0 + 9 \pm 0$ Close

Dual

Mithr

il claws

Hand-to-hand $66\pm0+11\pm0$ Close

Dual

Patas

Hand-to-hand $87\pm0+13\pm0$ Close

Dual

Diamond knuckles

Hand-to-hand $108+1+13\pm0$ Close

Dual

Kni

fe

Dagger $11\pm0+3\pm0$ CloseOne

Dagger

Dagger

11±0+4±0CloseOne

Basela
rd

Dagger21±0+4±0CloseOne

Kat
ar

Dagger21±0+5±0

Clos
e

One
Fine dagger

Dagger32±0+6±0CloseOne

Dirk

Dagger42±0+5±0CloseOne

Sword b
reak
er

Dagger63±0+7±0CloseOne

Mithril dagger

Dagger84±0+8±0CloseOne

Weap
on bre
aker

Dagger10

5±0+9–1CloseOne

Short s
word

One-handed sword

12±0+5–1CloseOne

Long sword

One-
handed sword

16–1+7–1CloseOne

Rapie
r

One-handed sword26±0+6–1

Clos
e

One
Bro
ad s
word

One-handed sword26–1+8–1CloseOne

Firangi

One-handed sword36-1+9-1CloseOne

Fine s
wor
d

One-handed sword47-1+10-1CloseOne

Mithr
il sw
ord

One-handed sword68-1+11-1CloseOne

Gladiu
s

One-handed sword89±0+10±0CloseOne

Mithr
il scimi
tar

One-handed sword $109 \pm 0 + 12 - 1$ Close One

Zweihänder

Two-handed sword $110 - 1 + 10 - 2$ Close Both

Great swor
d

Two-handed sword $110 - 1 + 11 - 3$ Close Both

Claymor
e

Two-handed sword $211 - 1 + 12 - 3$ Close Both

Rhomphaia

Two-handed sword312-1+13-3CloseBoth

Fine claymore

Two-handed sword413-1+13-2CloseBoth

Heavy
clay
more

Two-handed sword613-1+16-2CloseBoth

Outrage

Two-handed sword813-2+19-3CloseBoth

Mithr
il claym
ore

Two-handed sword1015-1+19-1CloseBoth

Hand a
x

Ax18-2+8-1CloseOne

Great ax

Ax110-2+11-2CloseBoth

Halb
erd

Ax110-3+13-2CloseBoth

Bat
tle ax

Ax

29-2+9-1CloseOne

Light a
x

Ax38-2+10-1CloseOne

Pole
ax

Ax311-2+13-2CloseBoth

Heav
y ha
lber
d

Ax411-3+16-2CloseBoth

Ta
n
gi

Ax610-2+12-1CloseOne

Mithr
il ax

Ax811-2+13-1CloseOne

Mithr
il halbe
rd

Ax1014-3+22-2CloseBoth

Character Section

185

—

Use these values when not equipped with a weapon, or when fighting in close quarters without using a weapon.
10

An iron weapon that fits over your fingers.
50

Iron claws you grip in your palms.
10
0

Iron claws that are attached to the back of your hands to use as a weapon.
400

Knuckle guards reinforced with mithril plating.
780

Claws made of mithril.
2
,10
0

Weapons that combine arm-protecting gauntlets with swords.
4,
200

Knuckle guards adorned with diamonds.
10

Throwable. A small-size knife.
20

A short blade that is slightly larger than a knife.
50

Throwable. A double-edged knife, slightly larger than a dagger.

15

0

A large dagger with a unique shape that completely separates the hilt from the grip.

250

A very high-quality dagger.

300

Throwable. A dagger useful for both chores and combat.

800

Passive: Bearer gains +1 Physical Defense. A single-edged dagger with a comblike

1,

4

0

0

A dagger made of mithril.

4,800

Passive: Bearer gains +1 Physical Defense. A stronger sword breaker.

80

A short-bladed and easy-to-use sword.

15

0

The most basic long sword.

12

0

A sword with a thin blade.

24

0

A long sword with a flat blade.

300

A sword with a double edge on the top half of the blade, and a single edge on the bottom half.

500

A high-quality long sword.

780

A long sword made of mithril.

1,10

0

A short sword for foot soldiers.

3,8

00

A scimitar made of mithril.

250

A two-handed sword with a long grip, made so the bearer can hold the base of the

300

A huge sword about two meters in total length.

380

A simple, unadorned two-handed sword. Has a unique cross-shaped hilt.

680

A two-handed sword with a sickle-shaped blade. The hilt is almost as long as the blade.

800

A high-quality claymore.

1,

3

0

0

A claymore forged to possess additional weight and hardness.

2,80

0

An enormous sword that's almost three meters long.

5,30

0

A claymore made of mithril.

10

0

Throwable. A small ax to be used in one hand.

16
0

A giant ax you hold with both hands.
220

A weapon with an ax blade at the end of a spear.
1,
3
0
0

A one-handed ax. Powerful and easy to handle.
350

A battle ax made smaller but more powerful.
670

A two-handed ax with an ax blade on one side of its tip and a hooked claw on the
76
0

A halberd with a heavier, stronger head.
76
0

A small, easy-to-use ax that is still quite powerful.
1,
5
0
0

A battle ax with a head made of mithril.
7,
8
0
0

A heavy halberd made of mithril.

Konosuba TRPG

186



W

Weapons List

t

Club

Blunt

11-1

+2

±0

Close

One

Light mace

Blunt15-1+5±0

Close

One
Flail

Blunt16±0

+5
-1
Close

One
Heav
y mace

Blunt25-1

+6
±0
Close

One
War hammer

Blunt35-1

+7
±0
Close

One
Morning star

Blunt46-1

+8
±0

Close

One
Heav
y flail

Blunt66–1

+9
 ± 0
Close

One
Mithr
il hammer

Blunt87–1

+
11
 ± 0
Close

One
Diamond mace

Blunt
10
8

–1+12 ± 0

Close

One
Staff

Blunt
1

5
–1

+2
±0

Close
Both
Magic staff

Blunt
1

6
−1
+2
−1

Close
Both
Arch s
ta
ff

Blunt
6

6
−1
+4
−1

Close
Both
Wiz
ar
d st
aff

Blunt
10

7
−1
+8
−1

Close
Both
Short spe

ar

Spear

1

8

-1

+7

-2

Close

One

Long spear

Spear

1

11

± 0

+9-2Close

Both

T

rident

Spear

2

11

± 0

+10-2Close

Both

Javelin

Spear

3

8

-1

+9

-2

Close

One
Heavy spear
Spear
4

12 ± 0

+12
−2

CloseBoth

Par
tisan
Spear
5

9

−1+11−1

Close
One
Fine sp
ear

Spear
6

$13 \pm 0 + 14 - 2$

Close
Both
Pilum

Spear
7

$10 - 1 + 13 - 2$

Close
One
Mithr

il spe
ar

Spear
8

$14 \pm 0 + 17 - 2$

Close
Both
Mithr
il jave
lin

Spear
10

$11 - 1 + 16 - 2$

Close
One
Mithr
il heav
y sp
ear

Spear
10

$15 \pm 0 + 18 - 2$

Close
Both
Whip

Whip
1

3

$-2 + 5 \pm 0$

Close
One
Chain whip

Whip
2

3

$-2+6\pm0$

Close
One
Heav
y whip
Whip
3

4

$-2+7\pm0$ CloseOne

Fine whip
Whip
4

4

$-2+8\pm0$

Close
One
Wire
whip

Whip
6

5

$-2+10\pm0$

Close
One
Mithr
il whip

Whip
8

6

$-2+12\pm0$

Close
One
Chain spike

Whip
10

$7-2+14\pm0$

Close
One
Short b
ow

Bow
1

6

$-2+6-3$

20m
Both
Light crossbow

Bow
1

6

−1+5−4

20m
Both
Longbow

Bow
2

6

−2+7−3

30m
Both
Heavy crossbow
Bow
3

7

−1+7−430mBoth

Self bow
Bow
4

7

−2+9−3

30m
Both
Fine crossbow

Bow
4

7

−1+8−4

30m
Both
Composite bow

Bow
6

8

-2+11-3

30m
Both
Arbalest
Bow
8

13-1+13-5

40m
Both
Great bow
Bow
10

10

-2+15-3

30m
Both

Character Section

187

20

A wooden club.

10

0

A blunt weapon with a tip made of metal fragments stuck together in a radial pattern.

15

0

A club with an iron ball attached to the tip by a chain.

18

0

A mace with a metal weight embedded in the head.

300

A hammer for use in combat.

480

A club with a chain and a spiked iron ball attached to it.

70

0

A flail with an even larger iron ball.

850

A war hammer made of mithril.

2,20

0

A combat-ready mace with diamond reinforcing the head.

40

Passive: Bearer gains +1 Physical Defense. A staff, a meter to a meter and a half long.

250

Passive: +1 to magic-attack damage. A staff that supports spell-casting.

3,20

0

Passive: +2 to magic-attack damage. A more powerful version of the magic staff.

1

8,000

Passive: +4 to magic-attack damage. A magic staff made using mithril.

11

0

Throwable. A short spear that can be used in one hand.

200

The most common type of spear, with a length of about two meters.

350

A fishing implement altered to be used as a weapon.

380

Throwable. A spear designed for throwing.

680

A spear with a heavier weight in the tip to raise its power.

510

Throwable. A spear with protrusions on either side of the tip.

1,

5

0

0

A high-quality long spear.

1,10

0

Throwable. A weighty spear made for throwing.

3,8

00

A spear with a point made of mithril, raising its power.

3,20

0

Throwable. A javelin made of mithril.

5,8
00

A heavy spear powered up by putting mithril in the grip and point.
30

A leather whip.
80

A whip made of metal chains.
13
0

A chain whip boasting additional weight.
390

A high-quality chain whip.
820

A whip made of special metal wires that possess slenderness and sharpness.
1,
8
0
0

A whip with mithril fibers woven in.
3,000

A chain whip combined with sharp protrusions.
200

A small bow.
450

A small mechanical bow.
300

An ordinary bow.
600

A large crossbow.
580

A basic bow made of a single type of wood.

800

A high-quality crossbow.

1,
3
0
0

A composite bow made of many different types of wood. Has more power than other bows with a greater pull-back force.

2,
500

A heavy crossbow with high range and power. Because it would take a lot of strength to draw

n using a crank.
4,800

An even stronger composite bow. High quality in both materials and assembly.



Shields List

Round shield

Shield1

2
+3

$\pm 0-1$ One

Kite shield

Shield22+4 $\pm 0-1$ One

High-
qua
lit
y shie
ld

Shield33+5±0–1One

Fine sh
ield

Shield43+6±0–1

One
Holy shield

Shield63+6+1–1One

Mithr
il shield

Shield84+9±0–1One

Re
flec
t shie
ld

Shield104+8+2–4One



Armor Lis

t

①

Hat

Armor1

1
 ± 0

+1

± 0

± 0

Head
Circlet

Armor

1

1

± 0

+2

± 0

± 0

Head
Helmet

Armor

1

3

-1

+2

± 0

± 0

Head
Domino

Armor

2

2

± 0

+2

±0

±0

Head
Biretta

Armor

2

2

±0

+2

±0

±0

Head
Wizard hat

Armor

2

2

±0

+2

±0

±0

Head
Cross helm

Armor

3

3

−1

+3

±0

±0

Head
Great helm

Armor

4

4

−1

+4

±0

±0

Head
Magical hat

Armor

6

2

±0

+3

±0

±0

Head
Gold helm

Armor

6

5

−1

+6

±0

±0

Head
Glass crown

Armor

8

3

±0

+4

±0

±0

Head
Crystal helm

Armor

8

6

−1

+7

±0

±0

Head
Rune band

Armor

10

5

±0

+3

+1

±0

Head
Zirconia helm

Armor

10

7

−1

+8

±0

±0

Head

Robe

Armor

1

2

± 0

+2

± 0

± 0

B

ody

Cloth armor

Armor

1

4

± 0

+3

± 0

± 0

B

ody

Leather jacket

Armor

1

5

±0

+4

±0

−1

B
ody
Chain mail

Armor

1

8

−1

+6

±0

−1

Body
Leather armor

Armor

2

6

±0

+5

±0

−1

B

ody
Studded mail

Armor

2

7

± 0

+6

± 0

-1

Body
Ironside

Armor

2

9

-1

+7

± 0

-1

Body
Wizard robe

Armor

3

3

± 0

+3

±0

±0

B
ody
Dalmatic

Armor

3

7

±0

+6

±0

±0

B
ody
Scale armor

Armor

3

8

±0

+7

±0

−1

B

ody
Silver chain mail

Armor

3

10

−1

+8

±0

−1

Body
Padded armor

A
rmor

4

8

±0

+7

±0

−1

Body
Cuir bouilli

Armor

4

8

±0

+8

±0

−2

Body
Breastplate

Armor

4

11

−1

+9

±0

−1

Body
Sneaking suit

Armor

5

9

±0

+8

±0

±0

B
ody

Arquebus armor

Armor

5

11

−1

+11

±0

−2

Body

Mithril cloak

Armor

6

7

±0

+5

+3

−1

B

ody

Brigandine

Armor

6

10

±0

+9

±0

−1

Body
Plate mail

Armor

6

12

−1

+12

±0

−2

Body
Mithril vest

Armor

7

10

±0

+9

±0

−1

Body

Character Section

189

10
0
Warrior
, Priest, T
hief

A regular round shield.
15
0

Warrior, PriestA large shield with a kite shape.

400

Warrior, PriestA high-quality kite shield.

650

Warrior, PriestA shield with several layers of metal.

1,
3
0
0

Priest
A holy shield blessed at a temple
. The blessing gives it the abi
lity to def
end against
magic as well.
2,9
00

Warrior, PriestA kite shield made of mithril.

6,800

Warrior, Priest
A shie
ld wi
th a magi
cal e
ffe
ct
applie
d to
it. H
as high Physi
cal De
f
ense a
nd Magi
c
De
fens
e.

50

—Hats that come in many shapes and sizes.

250

—A metal band to be worn on the head.

10
0

WarriorA metal helmet that covers the head.

200

T
hief

A mask that covers the shoulders and head.
200

PriestA hat worn by priests.

200

WizardA hat made for wizards.

300

WarriorA helmet that completely covers the entire head.

500

WarriorA stronger cross helm.

1,
2
0
0

Priest, WizardA hat made of fabric with magical characters engraved into it.

1,
2
0
0

WarriorA helmet made of gold. Awfully conspicuous.

3,000

—A beautiful crown made of glass.

3,20
0

WarriorA helmet made of crystal.

3,8
00

Warrior, Priest, ThiefA headband with magic characters woven into it.

5,8

00

WarriorA helmet made of zircon, a gem with a similar shine to diamonds.

30

—A loose-fitting piece of clothing.

50

—Armor made of cloth. Includes cotton in its construction to absorb blows.

10

0

Warrior, Priest, ThiefA jacket made from tanned leather.

450

WarriorArmor made of linked chains.

200

Warrior, Priest, ThiefArmor made of leather.

300

Warrior, PriestLeather armor with stronger defense, weaving several kinds of leather.

600

WarriorA breastplate made from a forged steel plate.

15

0

WizardClothing made for wizards.

300

PriestLoose ceremonial clothing worn by priests.

400

Warrior, PriestArmor made of small, scalelike metal plates.

800

WarriorChain mail reinforced with silver.

500

Warrior, Priest, ThiefArmor made of cloth.

600

Warrior, PriestLeather armor whose leather has been boiled, resulting in higher de

980

WarriorMetal armor that defends both the front and back.

2,
500

Warrior, ThiefClothes made from a unique, highly stretchable fabric, frequently us

activ
ities.

2
,10
0

WarriorSimplified plate mail.

5,20
0

Priest, Wizard, ThiefA cloak with mithril woven into the fibers, made from a magical

2,600

Warrior, PriestArmor using cloth or leather with metal fragments woven in.

3,20
0

WarriorArmor that totally covers everything but the head. Incredibly heavy.

2,9
00

Warrior, Priest, ThiefA breastplate with mithril woven into it, meant to protect vital

Konosuba TRPG

190



Armor Lis

t ②

Cuir
ass

Armor712−1+12±0−1Body

Holy breastplate

Armor812±0+10+1−2Body

Mithril armor

Armor813-1+13±0-2Body

Crystral armor

Armor914-1+14±0-2Body

Rune robe

Armor107±0+3+5-1Body

Mirage coat

Armor1011+1+10±0-1Body

Reflec
t armor

Armor1013 $\pm$ 0+9+3−1Body

Diamond armor

Armor1014−2+15 $\pm$ 0−2Body

Cape

Armor11 $\pm$ 0+1 $\pm$ 0 $\pm$ 0Support Armor

Buckler

Armor11+1+2 $\pm$ 0−1

Support Armor
Point armor

Armor12-1+3±0±0

Support Armor

Tr
av
e
l
er
's
c
ap
e

Armor22±0+2±0±0Support Armor

Gauntl
ets

Armor22±0+3±0-1Support Armor

Stu
rdy boo
ts

Armor32±0+3±0±0Support Armor

Fine po
int armo
r

Armor $32-1+5\pm0\pm0$ Support Armor

Fine buckler

Armor $32+1+4\pm0-1$

Support Armor
Surcoa
t

Armor $42\pm0+3\pm0\pm0$ Support Armor

Quick b
and

Armor $42\pm0\pm0\pm0+1$

Support Armor

Cr

ys

tal ring

Armor $42\pm0+1+1-1$ Support Armor

Cry

stal buckler

Armor $52+1+5\pm0-1$

Support Armor

Mithr

il point a

rmor

Armor

$54-1+6\pm0-1$ Support Armor

Dragon-s
cale necklace

Armor63±0+1+2−1

Support Armor
Rogue
,
s cape

Armor63+1+2±0±0Support Armor

Mithr
il gauntlet
s

Armor73±0+6±0−1Support Armor

Diamond point armor

Armor75−1+7±0−1

Support Armor
Mithril
armband

Armor83±0+2+2−1Support Armor

Magic cape

Armor84±0+3+1±0Support Armor

Diamond
gauntlets

Armor93±0+7±0−1Support Armor

Winged
boots

Armor94±0+4±0+1Support Armor

Mithr
il cape

Armor104±0+5±0±0Support Armor

Rune r
ing

Armor104±0+2+3−1Support Armor

Rune point armor

Armor107−1+7+1−1

Support Armor

Character Section

191

3,600

Warrio

r

Custom made-to order plate

-metal armor.

5,20

0

Warrior, PriestA blessed breastplate.

5,8

00

Warrior

A breastplate made of mithril. Possesses both beauty and high defense.

8,000

WarriorArquebus armor made of crystal.

6,000

—A robe with magic characters engraved into it. Boasts high Magic Defense.

7,

2

0

0

Warrior, ThiefA coat meant to slightly blur the wearer's figure.

7,

9

0

0

Warrior, PriestArmor with higher defense against magic.

9,
80
0

WarriorStrong, beautiful plate armor with diamonds in it.

10
0

—A loose-fitting cape.

15
0

Warrior, ThiefCannot be equipped at the same time as a shield. A shield attached c

200

Warrior, PriestArmor that protects only the vital spots, such as the arms and legs.

250

—A sturdy cape.

300

Warrior, ThiefSturdy gloves that protect the arms.

500

Warrior, Priest, ThiefSturdy boots reinforced with metal sheets and the like.

550

Warrior, PriestHigh-quality point armor.

600

Warrior, ThiefCannot be equipped at the same time as a shield. A high-quality buc

900

—A ceremonial mantle worn mostly by knights.

1,
2
0
0

Warrior, Priest, Thief
Passive: Wearer gains +
2 Action Points. An armband
with the power to heighten
swiftness.

1,
2
0
0

Priest, WizardA ring with a crystal that accumulates mana.

1,
5
0
0

Warrior, ThiefCannot be equipped at the same time as a shield. A buckler made of

1,
8
0
0

Warrior, PriestPoint armor made of mithril.

2,20
0

Priest, WizardA necklace adorned with the scales of a dragon.

2,600

—A cape for blending into surrounding colors like a chameleon.

3,20
0

Warrior,
Thief

Gauntlets made of mithril.

3,8
00

Warrior, PriestPoint armor adorned with diamond decorations.

3,20
0

Priest, WizardAn armband with mithril, treated with anti-magic.

4
,10
0

—A cape that increases defense using mana.

5,50
0

Warrior, ThiefGauntlets adorned with diamond decorations.

5
,10
0

Warrior, Priest, ThiefBoots decorated with wings. They don't impede the wearer's movement.

6,
200

—A silvery-white, glimmering cape with fibers of mithril woven into it.

6,
500

Priest, WizardA ring with magical characters engraved into it.

7
,000

Warrior, PriestPoint armor with magical characters engraved into it.

Konosuba TRPG

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Accessories

Items

List

Table

Thief
f
's to
ols

Accessory 1150 Passive: Add 1 to the final

check score when the owner
disarms
traps.
A set of tools
Is for
disengaging traps, used mainly
by thieves.
Holy symbol

Accessory11150Passive: Add 1d6 to the HP value

restore
d when the owner uses
Heal (page 142
). P
riest
only. A

holy symbol carried by the
cl
e
rg
y.
Grimo
ire

Accessory11200Passive: Add 1 to the damage

of magic at
tack
s per
forme
d by
the owner. Wiz
ard only. A book
filled w
ith te
chniqu
es on magi
c,
meant
for wizards.
Maintenan
ce tools

Accessory11200Passive: Add 1 to the damage

of weapon at
tack
s, e
xcluding

barehanded, per
f
ormed by
the owner. A set o
f to
ols for
maintaining on
e's weap
ons.



T

ools List

①

Adventurer'
s
Card
T
ool

1
0
Cannot
sell
A card issued by the Adven

turers Guild to adventurers.
The adventurer's
details are written on it.
This includes
their level, class, and skills.
Chalk

T
ool

1

1

1

A white stick made of hardened limestone. Can be used
to draw letters, numbers
, and pictures on walls and other
surfaces.
Flint/Striker

T
ool

1

1

1

A stone and a bit of metal for starting fires.
Writing tools

T
ool

1

1

1

Implements needed to write letters, numbers, and pic-

tures, such as paper
, pens, and ink.
Rope

T
ool

1

1

3

Before check: Add 2 to the total check score on scaling and jumping checks. A rope about twenty meters long.
Lantern

T
ool

1

1

5

Free action: Remove the effects of darkness (page 238) in the user's Area. This effect lasts until the user uses a free action to put the lantern out, or until the end of the scenario. A mechanical lantern made to produce large quantities of light.
Instrument

T
ool

1

1

5

A musical implement of some kind, like a stringed instru

-

ment, wind instrument, or drum.

Camping tools

T

ool

1

2

3

A set of gear for camping, including a simple tent and a blanket.

This provides enough for one person to camp outdoors.

Adventurer'

s set

Tool1510A set including camping tools, rope, a lantern, and flint/

striker

.

Antidote

T

ool

1

1

10

Minor or Major action: Removes poison from the user

Consumable. A potion that gets rid of poison.
Heal poison

Potion

1

1

30

Minor or Major action: Restore 2d6 HP to the user. Consumable.

Manatite (XS)

Potion

1

1

50

Minor or Major action: Restore 2d6 MP to the user. Consumable.

High heal
potion
Potion

1

1

200

Minor or Major action: Restore 4d6 HP to the user

. Con

-

sumable. A more effective heal potion.

Manatite (S)

Potion

1

1

300

Minor or Major action: R

estore 4d6 MP to the user

. Con

-

sumable. A small stone with magic power inside.

Manatite (XL)

Potion

1

1

Market

value

Minor or Major action: Restore an amount of MP to the user determined by the GM.

The GM determines this item

,

s

price as well. An extremely large manatite

stone. Almost

none of these are in circulation, meaning those who have

them

set their own prices.

Character Section

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T

ools List

2

Meat

Food1120Major action: Restore 1d6 HP to the user. Consumable. Meat

obtained from animals or elsewhere.
Vegetable

Food

1

1

20

Major action: Restore 3 MP to the user
. Consumable. A vegeta

-

ble generally used as an ingredient in cooking.
Fruit

Food

1

1

30

Major action: Restore 1d6 MP to the user

. Consumable. A fruit,
such as one picked from a tree.

Accessory

Decoration

1

1

3 or
more

Any generic accessory, such as a ring
, necklace, or bracelet.

Quality clothing

Decoration

1

1

4

Clothing made from excellent ma
terials.

Mask

Decoration

1

1

5

A mask worn on the face. Comes in a wide variety of shapes
and sizes.

Perfume

Decoration

1

1

10

Perfume that makes you smell better

.

Dress / F

ormal

attire

Decoration

1

1

15

Clothing for formal occasions.

Ruby

Gem

1

1

200

When used with Elemental Rune, the weapon attack'

s element

becomes fire. A clear gem with a reddish hue

.

Emerald

Gem

1

1

200

When used with Elemental Rune

, the weapon attack'

s element

becomes wind. A clear

, green gem.

Sapphire

Gem

1

1

200

When used with Elemental Rune, the weapon attack's

element

becomes water

. A clear

, blue gem.

T

opaz

Gem

1

1

200

When used with Elemental Rune, the weapon attack's

element

becomes earth. A clear, y

ellow gem.

Diamond

Gem

1

1

500

When used with Elemental Rune, the weapon attack's

element

becomes light. A colorless, clear gem that sparkles.

Belt pouch

Storage

1

0

15

Passive: A

dd 2 to the owner'

s carrying capacity.

Y

ou can only

possess one belt pouch. A small pouch worn on the waist.

Backpack

Storage

1

0

30

Passiv

e: Add 5 to the owner'

s carrying capacity.

Y

ou can only

possess one backpack. A large bag worn on the back.

Standard meal

Service

1

—

2

A regular meal, eaten in homes all over the world.

Extravagant

meal
Service

1

—

5

An ex
travagant meal made by an actual chef



Lif

est

y

les Lis

t

Stable living

Lifestyle

1

—

0

Subtract CLx5 from your max HP and max MP (cannot go

below 1).

This effect lasts until the end of the scenario. A lifestyle of sleeping in horse stables for the night.

Simple living

Lifestyle

1

—

CL×10

A simple lifestyle involving sleeping in a larger room. In most cases, multiple people can be in one room together.

Economy

Lifestyle

1

—

CL×100

Add 5 to your max HP and max MP

.

Y

You reside at an inn, which is a little cramped, but they provide enough food for you.

Suite

Lifestyle

1

—

CL×1,000

Add 10 to your max HP and max MP

.

Y

You stay at a luxurious

-

ous inn room and get to have thr
ee meals per day.
Royal

Lifestyle1–CL×10,000

Add 30 to your max HP and max MP

.

Y

ou live the extrav

-

agant lifestyle typically only afforded to ro
yalty.

Y

ou can

also hire the services of servants.

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This section will explain how to use skills. Because it touches on various rules, such as checks and actions, you may want to save reading this until you've finished reading the Rules Section.

■ Skill and Item Priority

When the effects of skills or items would cause a contradiction with the rules, excluding the golden rule, the general practice is that the skill or item effects have priority.

Also, if items and skills would contradict one another

, the player character using said skill or item may choose the more beneficial option. However

, the GM may still overrule this, deciding that it would be unnatural or improper to do so

■ Using Skills and Items

Follow

the process below when using items with unique effects and skills.

Also, unless otherwise stated, a skill or item's effect

will last until the end of the user's Main Process.

● Determine a Target

Check the skill or item's

Target

section, if it has one,

then decide on what target or targets you will apply its effects to and declare any targets to the GM.

● Considering Timing

Check the skill or item's

Timing

section, if it has

one, then confirm when it is appropriate to use the skill or item.

▼ Usage timing outside combat

If you are not currently in combat (round progress)

es-
sion), then skills and items can be used at any time
the GM approves of

As a rule of thumb, it may be best to act as though
you are using the skill or item during combat
and perform one action at a time while moving
through the combat processes: the Setup Pr

ocess,
the Initiative Process, a mo
ve action, a minor ac-
tion, and a major action.

For example

, using Heavy Blow or Downswing to
destroy a door outside battle could happen. How-
ever

, if you wanted to cast Bless to increase the
number of dice you roll for the check, that would
also use up a major action, so the GM may rule that
you cannot increase the dice of your own action
checks outside combat.

●Considering Checks

Check the skill or item'

s Check section, if it has

one, then confirm what sort of check needs to be
made.

●Pay the Cost

Any skill with a value in the Cost section needs to
have that value paid in MP to activate the skill. If
your MP would fall to less than 0 as a result, y
ou

will not be able to use the skill.

Also, if the Effect section specifies paying HP or
Blessings, do so now

●Perform Checks or Declare Usage

Use the skill or item by either per

forming a check

or simply declaring it.

A character may only declare the usage of one
skill or item during a single timing window (for
example, a single major action). In addition, if the
timing of a skill and item would be the same, you
can only use one of them.

This excludes skills and

items with

Timing: See E

ffect. Skills and items with

Timing: Passiv

e are in effect at all times, so they
don'

t have this restriction. However

, they may have

restrictions when equipping more than one item
of the same name at a time. Details follow below

● Apply Effects

Once you've declar

ed that you are using a sk

ill or

item and passed any checks it may requir

e, its ef-

fects come into play

If the target doesn't want t

o receive the effects of

that skill or item, they can per

form an opposition

check as the reactor

In this case, you must win the

opposition check for your skill or item to come

into effect. As for the manner in which the eff

ec

t

is applied, ultimately

, that is for the GM to decide.

• Magic check (skills with Check: M
agic check)

Perform an Intelligence check. A reaction to a
magic check is a dodge check.

▼ Stacking effects

The effects of skills or items of the same name do
not stack on the same target, no matter how many

times that one skill or item is used. When some-

thing like this occurs, the target character of the

skill or item decides which duplicate effect to ap-

ply. Also

, if there are factors that would change the

effect, such as the result of a dice roll, the character

must choose before calculations are performed. Along the same lines, equipping multiple items of the same name still counts as having effects of the same name, so you can only get that item's Timing: Passive effect once.



One-versus-many checks

When a skill or item targets multiple characters, the user of the skill or item makes only one check

, while each targeted character makes their own opposition check against it. For damage rolls for attacks against multiple targets, the user still only performs one roll, which is applied to each target.

●When Skills or Items Are Used at the Same Time

If multiple characters declare that they're using a skill or item—either right before or right after an opposition check, or right before or right after a

Using Skills

and Items

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damage roll—apply the declarations of the actor (attacker) and any characters assisting the actor before applying the declarations of the reactor (defender) and any characters assisting the reactor.

Any reactors may withdraw their usage of a skill or item based on the declaration of any actors. If a reactor does this, they do not need to pay the cost, nor will they lose an item if it is consumable. The determination of which side is attacking and which side is defending ultimately lies with the GM.

●Other Usage Involving Checks

The GM may permit the use of skills or items for purposes outside those listed in their Effects sections, such as using Freeze to freeze wet clothing or tying a criminal up with rope so that they can't move. If this would involve an action check, the GM may approve a +1d6 modifier on the check. The GM may also permit a player to ignore timing restrictions and use skills right before such a check. When using these skills, the player must still pay the cost and will lose a usage where applicable. In addition, if a player uses multiple items or skills for a single check, the modifier to the check doesn't stack.

●Creating Unique Situations

Players might have ideas to use skills or items in unexpected ways, such as chopping down a tree using Heavy Blow or burning straw using Fireball.

The GM should decide whether such actions are valid, and the necessary checks, ability scores, and difficulty levels (use the Difficulty Level

T

able on
page 205 or use the formula $(CL/3)+8$).

● **Attacking with General Magic**

Players may come up with ideas that enable them to attack with skills that lack attack information, such as using

Tinder to make a flame stronger or using Create

Water

and pushing the water into an enemy

In these cases, the damage becomes 1d6 magic or physical damage. (You shouldn't set this to be any higher than skills that have proper attack information.) If it

s magic damage, the GM can decide on an element based on the type of the skill. For example, since Tinder's type is Spell (Fire), it would deal fire magic damage. If there is no element defined, the GM should choose one.

● **Consulting with the GM**

These rules are meant to re-create the feeling of the original work. However

, they are also dangerous

in that they may leave players thinking they can do anything they want. Both the GM and players should tread carefully when using these rules, and most importantly, they should discuss things among themselves.

There

s no need for a player to hesitate in suggesting their own ideas or interpretations, but all players should follow the GM's decisions.

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What Are Cheats?

Cheats are a way to depict the special abilities that characters who appear in *Konosuba* might have. Using them will allow for the fun, chaotic developments like those in the original. However, if the GM is a more serious type, you might have a hard time using them. The GM should decide on their own whether to use them in their game.

The players cannot force the decision. If you absolutely want them in a game, then you'll have to be the GM yourself.

■ MERITS AND DEMERITS

Cheats are a double-edged sword.

First, they each have a **merit**: a powerful ability that only its owner can use.

Second, they each have a **demerit**: a drawback that only its owner can suffer. The stronger a cheat's merit is, the more harmful its demerit.

● MERITS

Cheats afford a player something beneficial, such as a special ability or a unique item.

● **DEMERITS**

There are penalties and conditions for receiving them. Unless otherwise stated, the effects of the demerit are applied immediately as long as the requirements are met. If it has no requirements, it is active at all times. Based on the demerit, the GM may remove player characters at the GM's discretion and for however long they wish.

When in doubt, apply the penalty on the spot.

Some effects last until the end of the scenario.

■ **ACQUIRING CHEATS**

Cheats are generally acquired during Preparation or After Play.

Y

ou don

't need experience points to acquire one.

In general, a player character can only learn

With

the GM'

s permission, they may acquire multiple.

They cannot acquire the

same cheat more than once.

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●CHEAT RESTRICTIONS

The GM may place restrictions on which cheats a player may acquire.

F

For example, in a scenario involving fighting a large army

, a

player character who has Member of the D.C. Secret Service

may be at

a severe disadvantage. In these types of situations, the GM may

t

for that session which cheats are available and which are obtainable.

Of course, even in that example, a GM would be more than welcome to introduce that specific cheat into the plot if it makes sense.

Using Cheats

ts

Simply put, cheats break the game

s balance.

They

'r

e not meant for those

who enjoy the serious struggles of life and

But breaking the game'

s balance can be enjoyable. It is the players

the GM'

s right to decide which option seems more

one.

The final sa

y about whether to use cheats lies with the

●NPCs AND CHEATS

The GM may have NPCs acquir

e cheats as par

t of the scenario if they

wish.

If they do, ever

yone will receiv

e extra exper

ience points in the

Completed the mission section equal to the
by NPCs multiplied by the average lev
el of all player characters.

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●Demerit

It is not easy to overcome death itself.

Y

ou need

luck on your side.

When using R

eturn by Death,

you must spend 1 Blessing. If you cannot, then

you cannot use Return by Death.

●Description

When you died, for r

easons related to the world

or a deity, you r

eceived the ability to come back

to life after dying.

●Merit

Use when you are knocked out or die.

You are no

longer knocked out or dead. Y

our HP becomes 1.

Y

ou can use this once per scenario.

Re

t

u

r

n

by

D

e

a

t

h

●Description

You're actually a goddess of this world. If push comes to shove, you can unleash your hidden divine powers. Play any character of any gender can use this cheat.

●Merit

Use right after a character in the same Scene performs a check. The check is now counted as a critical. If dice would be added because it is a critical, always add 2d6 regardless of the number of sixes rolled.

You can use this once per scenario.

●Demerit

Nobody in this world believes you're a goddess.

Y
ou k
eep telling them, but everyone either thinks
you must be insane or avoids you out of f
ear of
being damned.

I'

m Ac

t

ua

ll

y

a

Goddess

Character Section

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●Demerit

Y

our power is propped up by the r
oyal lifestyle
you'
re used to

.
If you choose stable living or simple living as your
Lifestyle, you cannot receiv
e the effects of this
cheat's merit, and you take a –1d6 penalty on all
checks.

●Description

The blood of the Belzerg royal family
, which
birthed the legendar
y hero who slew the Demon
King, runs through your veins. A
s such, you've
inherited the immense powers of that legendary
hero.

●Merit

Passive
. Add CLx4 to all damage dealt to demon
enemies.

Bel

zerg Ro

yal

t

y

●Description

When you receive physical or mental damage
, you

feel pleasure instead of pain.

Y

ou gladly put your

-

self in harm'

s wa

y or loose more power than you'

re

capable of for the sake of reveling in that feeling

.

●Merit

Use right after a damage roll made against you.

Change the damage you would receive fr

om that

attack to 0.

Y

ou can use this once per scenario.

●Demerit

Y

ou are so single-minded in your pursuit of plea-

sure that your offense suff

ers, and you neglect to

dodge some attacks that come your way

.

Whenever you make a hit check or dodge check,

take a -1d6 penalty.

Into

xic

ated b

y Pain

●Description

Y

ou'

re infatuated with bolstering your magic'

s

power

, and you devote yourself wholly to this

pursuit.

● **Merit**

Passive

. Effective on skills that use dice to determine effects.

When you acquire this cheat, choose one spell you already have that deals damage

via attack, recovers HP

, recovers MP

, or increases/

decreases damage. Add 5d6 to the chosen skill'

s

effects. If you are at least tenth level

, add (CL/2)

d6 instead.

● **Demerit**

In exchange for power

, you pour every last drop of

magical energy and life f

orce into your spell.

At the end of a process in which you applied the

merit's eff

ect, your HP becomes 0.

Pur

su

it

o

f

P

ower

Konosuba TRPG

200

●Demerit

Y

ou cannot refuse a request from the Demon King, nor can you attack any character or enemy who belongs to the Demon King’

s forces

. The GM

may set a condition that, when met, enables you to attack such characters or enemies if desired.

●Description

Y

ou are part of the Demon King’
s forces.

Y

ou

’ve

received the Demon King’

s orders

, or permission,

to carry out a cer

tain task—perhaps to secretly

maintain the barrier around the king’

s castle. Dis-

cuss with the GM what this task should be.

●Merit

Passive

. Add CL×4 to your Physical Def

ense and

Magic Defense.

Mem

ber

of

t

he Demon K

ing'

s

Army

●Description

You are the owner of an item said to have been made by the gods in ancient times—a Sacred Treasure armor.

You know the legends surrounding your treasure, and what its name is.

You can decide for yourself how you came to possess it.

●Merit

Item. During Preplay, choose one armor item from your inventory.

That armor becomes a Sacred Treasure. Add CL×3 to its Physical Defense and CL to its Magic Defense.

●Demerit

When you are not equipped with the armor you chose for this cheat (your Sacred Treasure), you take –2d6 on all checks.

Sacred T

re

asure Hold

er: Armor

●Description

You are the owner of an item said to have been made by the gods in ancient times—a Sacred Treasure weapon.

You know the legends surrounding your treasure, and what its name is.

You can decide for yourself how you came to possess it.

●Merit

Item. During Preplay, choose one weapon from your inventory. That weapon becomes a Sacred

Treasure. Add CL×3 to its attack power.

●Demerit

When you are not equipped with the weapon you chose for this cheat (your Sacred Treasure), you take –2d6 on all checks.

Sacred T

re

asure Hold

er: W

eap

on

Character Section

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●Demerit

People av
oid you like the plague. If you buy items
at any time other than character creation, the

cost of every item (including Lifestyles) is double
for you.

●Description

Y
ou'
r
e a dead ringer for a villain. A single, wicked
look from you brings misfortune to others like an
evil eye.

Y
ou can fr
eely decide which parts of you
are villainous, such as having a villain
,

s face or hav-
ing an ominous aura about you.

●Merit

Use right after a target makes any sort of check
.
Change the check they performed to a fumble.

Y
ou can use this once per scenario.

Vi

lla

i

nous

Ener

gy

●Description

Y

ou have obtained magic powers specialized in destruction. The magic attacks you use boast incredible attack power. The player may freely determine the reason they are able to use Destructive Magic Power.

●Merit

Use right before a damage roll. Add 10d6 to the damage of a magic attack you perform. If your CL is at least 10, add (CL+2)d6 instead.

Y

ou can use this once per scenario.

●Demerit

Y

ou need very precise control over MP in order to use Destructive Magic Power. All spells you use to make magic attacks cost twice the MP.

Des

t

ruc

t

i

ve Ma

gic

Power

●Description

You have the ability to create anything you wish.

You may decide a reason for this yourself, such as putting knowledge obtained from a goddess to full use.

●Merit

You can use this at any time. Create one item with a function of your choosing. Equipment, such as weapons or armor, cannot be obtained with this effect, and you cannot recover Blessings via this merit. The

GM has the final decision on the item,

so final effects.

The obtained item vanishes when the scenario ends.

You can use this once per scenario.

●Demerit

You are tightfisted with money because of what it costs to create things.

You refuse to give up on quests and desperately want their rewards. If, for some reason, you cannot gain a quest reward or must give up on it, your number of Blessings immediately becomes 0.

**Crea
t
ion C
heat**

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●Demerit

Having the mightiest of powers puts a heavy burden on you. After the Main Process from your merit, take $-1d6$ on every dice roll (such as for checks and damage) you perform until the end of the Scene.

This cannot reduce the number of dice you roll to less than 1.

●Description

You are the strongest. You have the power to surpass everything anyone could throw at you. There is nobody who can stand in your way.

●Merit

Nobody can stand in the way of your supreme might. Use this during the Initiative Process.

You immediately perform your Main Process. You can perform this Main Process even when spent, and you don't become spent after it. You can use this once per scenario.

W

orld o

f

t

he St

rongest

●Description

Y

ou have received the blessings of fate. F
ace hard-
ship, and you will coincidentally be sav
ed.

The loot

you receive on adventur
es is surprisingly valuable.

This is all because you have taken out an advance
loan on good luck, diver
ting you from your orig-
inal fate.

●Merit

Passive

. Add 1 to your maximum number of us-
able Blessings.

You can also use Blessings even if
it would bring your number of usable Blessings to
less than 0.

●Demerit

When you are at 0 or less Blessings, all checks you
perform, excluding critical rolls, will fail no matter
what. Additionally

, in After Play

, if your Blessings

are equal to or less than a negative value of your
Luck, you die.

Loan on Dest

iny

●Description

Others think extremely highly of you due to a
misunderstanding. As a result, people t

end to
overly respect your opinions.
The player may free-
ly choose what sort of misunderstanding it was.

● **Merit**

T
argets all extra characters (or mobs, if in battle)
currently in the Scene.
Those targets obey your
instructions until the end of the Scene. However

,
while under this effect, they are treated as extras.

Y
ou can use this once per scenario.

● **Demerit**

Y
ou are awfully conspicuous, and people can'
t
help but pay you a lot of attention.

Anyone who makes a hit check for an attack
where you are one of the targets gets +1d6 f
or
that hit check.

Misunders

tood

Konosuba: God's Blessing on This Wonderful World! TRPG Rules Section

This
is where you can
find the
rules
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need
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Konosuba TRPG

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Basic Checks and Opposition Checks

During a session of *Konosuba TRPG*, characters perform a variety of ac-

tions:

climbing up a sheer cliffside, searching for documents in a library storehouse, hiding in the shadows to evade pursuers, and rolling dice to determine whether their characters

s actions succeed or fail.

This is

called an **action check**. Whenever this book says to *make a check* or *perform a check*, these all refer to performing an action check.

Action checks are broadly categorized into **basic checks** and **opposition checks**.

■ BASIC CHECKS

Most of the time, when performing an action check, you will use the rule for **basic checks**.

●BASIC-CHECK PROCESS

This section explains the process for making

.

①Declare a check

The GM decides which ability score to use. For example, they might choose Strength for lifting heavy objects, or Perception for noticing things. Please refer to page 207.

②Determine a difficulty level

The GM sets a **difficulty level**, or DL, that covers the action. Please refer to the Difficulty Level

T

able for guidelines on how to set difficulty levels. (

The DL guidelines use an average civilian

,

s statistics as a basis.

The GM will need to come up with different or higher-level characters.) In addition, when a non-fumble on

,
the GM doesn't have to decide a difficulty level.

③ Roll the dice

The player rolls two dice. Depending on the character,

s situation or environment, they may roll more or less dice. Depending on the dice roll, an

action may automatically succeed or automatically fail.

• Critical

If two of the rolled dice are sixes, the check is automatically passed.

This is called a **critical**.

Normally

, a player will roll 2 dice

, meaning all the rolled dice have to

be 6

to become a critical. However

, when rolling three or more

dice, as long as at

least two of them are sixes

, it is a critical. If a player rolls only one die, a

R**ules Section**
ion

cannot occur

.

•F

umble

If all the rolled dice are 1s, the check autom

.

This is called a

fumble.

Unlike critical rolls, fumbles will only happen
as 1.

Thus

, the more dice that are r

olled, the lower the chance of a fumble

.

④Calculate the total check score

After rolling the dice, the pla

yer then adds the dice total to the r
elevant

ability score, as decided by the GM.

This value, referred to as the **total check score**

or just **total score**, represents how much was had during the check

.

T
otal Score
e = Ability
y Score +

The Result of the Dice Roll

⑤ Determine pass or fail

The GM compares the total check score of the player to the DL determined before the check was made.

If the total check score is equal to or greater than the DL, the basic check succeeds, and if it's lower, it fails.

DL ≤ Check Score = Basic Check Success

DL > Check Score = Basic Check Fail

● MODIFICATIONS FROM SKILLS, TRAITS

Some skills

that a character may learn apply further or even add dice to the check. Dungeons & Dragons traps, refer

to page 289), which can grant penalties the number of dice a player rolls

.

F

irst, add up how many dice will be added or subtracted from the number of dice a player would roll for a check below 1.

Once the number of dice to be rolled has been determined, roll them and

add the total to the relevant ability score

.

If there are any bonuses or penalties, apply them to the total. Once you

ou've

e

done so, you have

the final score. Even if the final score is a

number,

you still use that result.

● **OTHER MODIFIERS**

The GM may adjust the DL, number of dice

result depending on the

situation the character is currently in.



Dif

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y Level T

able

1
0 – 11
Simple ac
ti
on
12
–
13
Ac
tion w
ith a fif
ty
-
fif
t
y
chance of passing or faili
ng
14
–
15
Difficult action
16 – 17
Very difficult action
18
+
Ex
tremely difficult ac
tion

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When doing so, it'

s generally best to change the number of c
rolled. Removing or adding a single die is a

.

■ OPPOSITION CHECKS

Opposition checks are made when a chara
character

,

s basic check. For example

, one charac

ter may attack with a w

eap

-

on, and another might tr

y to evade.

● ACTION AND REACTION

Opposition checks split involved characters
roups.

They are ac-

tor and reactor

. An actor is a character actively per

forming a check, while a reactor is a character performing

or making their own check in response to an actor

s.

T

o take a combat example, the character performing an attack hits would be the actor, while the one who does a check to evade would be the reactor

.

Opposition checks don't use a difficulty level. Rather, one player will perform a check to get a total check score, then the reactor will perform

or

make a check

in the same way

.



WHEN A REACTOR CANNOT MAKE A CHECK

If a reactor is unable to make a check for a total check

score on the reaction is considered to be 0.

● VICTORY AND DEFEAT

After any actors and reactors have their respective total check scores, the opposition check

result is determined.

Whichever character has the higher total check score is the winner, and that character

s ac

tion is then used.

▼ REACTOR PRIORITY

If an actor and reactor end up with the same

opposition check, the reactor wins. This is called the rule of reactor priority. This is used even when both characters crit

▼ FUMBLING

If an actor fumbles their check
, any reactors
,
actions automatically succeed,
and they don't need to make their own checks. If a reactor wins, the reactor wins. If you need a total check score for a check, use 0.



WHEN UNABLE TO DETERMINE ACTOR

There may be times when you aren't able to decide which character is the actor and which is the reactor. In these cases, if the two total check scores are the same, redo the opposition check.

When doing so, don't change any of the check ,

s conditions or modifiers at all. In addition, sition check as not spending any extra in-g

R

ules Sect ion

●Strength

Represents a character's physical strength, physical toughness, and athletic ability

- Lifting a heavy object or continually lifting it
- Withstanding physical pain
- Used for jumping (page 236), scaling surfaces (page 236), and while swimming (page 238)

●Dexterity

Represents how good a character is at handling weapons or tools

- Repairs or light work such as assembling an object
- Grabbing a quickly moving object or catching it
- Disguising oneself
- Used for hit checks on attacks using weapons (page 229)

●Agility

Represents a character's quickness, as well as their sense of balance.

- Crossing a swaying suspension bridge without falling, walking along a tight surface, etc
- Avoiding falling objects
- Catching fleeing opponents or fleeing to avoid capture
- Avoiding obstacles
- Used for dodge checks (page 229)

●Intelligence

Represents the level of a character's intelligence

the breadth of their knowledge, and their memorizing ability. Intelligence is separate from common sense.

This ability purely expresses advanced knowledge.

- Possessing knowledge of geographical features, histories, and incidents in the past, as well as special skills and academic fields
- Used for magic checks (page 194) and discerning enemies (page 236)

● **Perception**

Represents the sharpness of a character

s senses.

Includes not only the five senses, but also tingling feelings or premonitions commonly associated with a "sixth sense."

- Gaining information from leftover markings, tracking creatures, etc.

• T

ak

ing in the surrounding situation

- Used for information gathering (page 237), trap detection (page 236), danger detection (page 236), and when in a stealth state (page 238)

● **Mind**

Represents how mentally strong a character is.

This

ability score also represents their ability to withstand mental pain or suffering and the strength of their heart when needing to stay calm.

- Making others believe bluffs or lies, as well as seeing through them
- Persuading others and getting them to accept requests
- Withstanding fear or torture

● **Luck**

Represents how fortunate the character is. Used for when things occur beyond a character's control and to represent the forces of destiny

- Running into acquaintances in town
- Coincidentally discovering something or realizing something
- Luckily getting by without being harmed

Ex amples of Abili t y Scores and Ba sic Check s

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General F

low of Sessions

A single session of *Konosuba TRPG* is split into three parts: **Preplay**, where you set up the game; **Main Play**, where you actually play the game; and **After Play**, which is when characters grow.

Main Play is also split into four phases: the **Opening Phase**, the **Middle Phase**, the **Climax Phase**, and the **Ending Phase**.

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Preplay

y

During **Preplay**, you handle any setup and

the game.

We

'll explain this in two par

ts: the things you should do befor

e

coming to the game, and the things you d

y of

.

■ PREPARATIONS BEFORE PLAYING

Both the GM and players will need to pr

epare several things bef

ore the

day of the session.

The most important preparation is the men

ind. All tabletop games,

not just *Konosuba TRPG*, need a willingness

icipating

in the session to have a fun time t

ogether

. Ther

e is a major differ

ence in

the result of playing the game listlessly and
tive in mind.

Y
ou can
't for
get about the physical side of things, either
. Catching a
cold or suffering an injury on the day of the
e things
difficult for the other participants, so tr
y and avoid such occurrences as
much as possible.

Y
ou also shouldn
't stay up late the night bef
ore and fall
asleep during the session.

T
ake proper care of your ph
ysical condition in
advance of the session.

● **READ THE RULE BOOK**

The first thing to do is to make sure you read the rule book.

You

don't

need

to memorize every letter

, but knowing where to find information

on cer

tain rules that

'll come up during play will help the session

ess

more smoothly

.

R

ules Sect
ion● **CREATE A SCENARIO**

The GM must prepare a scenario to use for the session. If all players, including the GM, are new to *Konosuba TRPG*, we recommend using the scenario introduced on page 294:

“Deliciousness for

These Bamboo
Shoots.

”

|

In other situations, the GM will need to either find scenarios that others have written and shared online or make their own. When doing the latter

, it is advised that the GM consult the aforementioned

“Delicious-
ness for

These Bamboo Shoots”
as a reference

Whether the GM uses a premade scenario or their own, it is recommended that they read it over a few times to get comfortable with the contents.

● **PREPARING TOOLS**

Refer to page 89 and make sure you have copies of the sheets mentioned there, as well as dice and writing tools.

■ **PREPARATIONS THE DAY OF THE SESSION**

This section details what to do once all the participants are gathered for the session, right before beginning Main Play.

● **DISTRIBUTE SHEETS**

The GM distributes one character sheet and one scenario sheet to each participant.

player to be used during the session.

● **ANNOUNCE THE PREVIEW**

The GM reads out the **preview** for the scene on the stage and letting the players know what's ahead.

Think of it like a next-episode preview from an anime.

● **PLAYER-CHARACTER CREATION AND**

The GM should give each player a character

sheet and have them create

characters. Refer to page 94 for details on character

creation. If possible,

a GM could have the players create their characters before the day of the session.

This can save some time. Should a GM wish, they should give the players the preview

w

, and ever

yone will need to de-

cide who will be taking which main class in

n these cases, it'

s

handy to use online messaging services so

yone can discuss

things quickly and without worr

ying about time.

Even if the GM has the players cr

eate their character pr

ior to the day of

Konosuba TRPG

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the session, they should always read the preview to refresh the players

minds.

Once everyone is finished creating

characters, the GM reviews their character sheets and makes sure there aren't any missing details or mistakes on them.

ing characters, the GM reviews their character sheets and makes sure there aren't any missing details or mistakes on them.

▼USING CHEATS

Depending on the GM, the session may include the use of **cheats**.

For more on cheats, see page 196.

●FILLING THE SESSION

SHEET

The GM writes the scenario

,

s name,

the date of the session, and their name on the session sheet. After that, pass the session sheet to the other players and hav

e them each

write down information about their characters on it.

● DETERMINING LIFESTYLES

The GM now asks players what their Lifestyles will be for the session.

A

Lifestyle is a representation of the character

,

s standard of living

during the session, such as whether they spend money extravagantly or pref

er to save it up

.

A player'

s Lifestyle decisions will determine the modifiers they receive that session, as well as the amount of money they must pay once the session is over (during After Play). Play-

ers write their chosen Lifestyle for their PC on their record sheet.

The GM can also limit which Life-

F

low

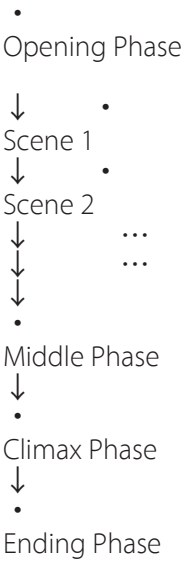
o

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t

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Game



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ules Sect ion

styles can be chosen.

● FILLING THE RECORD SHEETS

On their own record sheets, each player should write down the date of the session, their name, their character

, s name, the GM'

s name

, and the

scenario

s name.

The date, the GM'

s name

, and the scenario

s name can

be copied from the GM'

s session sheet when it's passed around. Each player should also copy over their character

s maximum HP, maximum MP, and Blessings.

● DETERMINING SEATING

Players may decide seating for themselves, but we recommend the GM sit right in the middle of the long side of a table. This is a little trick to help the session go more smoothly, as this makes the distance from the GM to each player roughly equal. They shouldn't sit at the head of the table.

● SELF-INTRODUCTIONS

Have each player introduce their own characters. Everyone should know a little about the others they will be adventuring with.

The GM can freely decide what order players introduce their characters in. If there aren't any particular issues, you can always do it in the order of the players written on the session sheet, or in seating order.

The following is a list of some important things to know:

- The character's name, age, and gender
- The player's chosen race and class
- The character's background

,
s appearance (such as unique features
, hairstyle or hair
length, height, weapons, and armor)

● **FORMING A PARTY**

Once the players are done introducing their characters, they'll need to form a **party**.

Parties in *Konosuba* TRPG are groups of adventurers who work together.

It is best that the players decide on a **party**.

The party leader is the group

s representative and has the final say in all matters like accepting quests and deciding

.
The other
par
ticipants are called **party members**.

Any players who ha
ve an objection to the part
y leader

,
s decision
should tell the part
y leader

. If more than half of the other par
ty members

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agree with them, they can reject the party leader,

s decision.

Main Play

Main Play is where the scenario is put to use and played. As

s mentioned before, Main Play is split into four phases

. Each of those phases contains several Scenes. First, we'll explain the concept of these Scenes.

■ SCENES

Sessions in *Konosuba TRPG* progress through Scenes, each of which is an individual situation within the game.

Y

ou can think of a Scene just like you might
or
T
V show
. Sessions are a collection of these S
cenes, with the g
reater
scenario providing the information to link e
.

The GM can, of course, cr
eate Scenes not prepar
ed in the scenario
based on how the session moves along
, and if the players need the GM
to create a Scene
, they can request this. Ho
wever
, the GM has the final
say as to what kind of Scenes to create and

● ENTRANCES AND EXITS

Y
ou can

't act out a role without getting onto the stage
—and the same
applies to Scenes. Only the characters who
allowed to participate in that Scene.

When a character comes into a Scene, it's
called **entering** the Scene.

When they leave, it's
called **exiting** a Scene.

The GM can freely decide who will enter the
.

They can, of course,
have other characters enter the Scene in the
force them to),
and they can also make a character
who has entered
the Scene
exit it.

Meanwhile, players
who want their character to enter a Scene
the GM.

The GM should think about the current situation
and whether it would be good for the Scene.

ore deciding to
allow or deny the r
equest. If the GM permits it, that player cha
enter the Scene.

Exits work the same way as entrances.

With the GM'

s permission, a PC

can exit a Scene at any time.

● **SCENE PROGRESSION**

Scenes progr

ess in the following or

der:

▼ **DESIGNATE CHARACTERS WHO HAV**

R**ules Sect
ion**

The GM declares which PCs will be in the S
will enter it as well, the GM talks about the
oo.

▼BEGIN THE SCENE

The GM announces that a Scene has begun
They will first g
ive a simple
explanation of where the Scene takes place
The GM
needs to give this so that the pla
yers have a way of deciding whether
their character should enter the Scene or n

▼PC ENTRANCE REQUESTS

The GM checks whether there ar
e any PCs who wish to enter the Scene.
Any who do need permission from the GM
e also not re-
stricted to the ver
y beginning of Scenes, either

. A character can appear halfway through a Scene as well . In addition, even without getting permission at the start of the Scene, a player can still enter it midway through. However, there may be restrictions for when characters enter when round progression (such as combat) is occurring. For more details, see page 218.



ACTING OUT THE SCENE

After determining which PCs will appear, everyone begins acting out the Scene based on the scenario. From here, the Scene progresses with a

focus on communication between the GM

.

As for what sort of Scenes the GM and the

,

ref

er to the section beginning on page 10.

▼ENDING THE SCENE

The GM can call an end to the Scene at any

. Once they

've ended the

Scene, they start the nex

t one in accordance with the scenario.

●MASTER SCENES

The GM can set up a Scene in which the pl

't appear

.

These are called **Master Scenes**.

Master Scenes can describe things happen

there are no pla

yer characters or talk about what'

s going on behind the

story

,
s cur
tains—they are for g
iving the players inf
ormation you'
d like
them to know, ev
en though their characters wouldn
't.

Movies, novels
, and comics also have parts that happen a
protagonists that are f
or the benefit of the viewers or readers
. In tabletop
RPGs, players ar
e both characters who appear in the story &
viewers (or readers).

■ OPENING PHASE

The Opening Phase is the introduction to the story or

story that will be told in the session. Here, the GM explains and/or acts as

the objective and any incidents related to the PCs

. Generally, once the PCs accept a quest, the Opening Phase ends.

● QUESTS

A quest is a job for adventurers, managed by the Adventurers Guild

. By completing them, player characters can obtain rewards. For more details, see page 263.

The player characters will decide which quest to pursue during the Opening Phase.

● MISSIONS AND CAMPAIGNS

It is most common to use a dungeon format, where the PCs are charged with a task during the Opening Phase and a scenario. However,

er
, it
,

is also possible to create grander stories that span multiple scenarios.

Scenarios that are finished in one sitting, or a single scenario, are called Missions, while a series of scenarios is called a Campaign.

■ MIDDLE PHASE

The

Middle Phase is separated into **Dungeon**

Scenes. The Middle Phase ends when it m

● **DUNGEON SCENES**

Dungeon Scenes are just what they sound
er characters explore a dungeon. F
or commonly used rules in Dungeon
Scenes, see page 236.



AREAS

During Dungeon Scenes, each separate roo
Scene when players enter it.

These individual chambers are called **Area**

Generally

, one Area is treat
ed as one Scene.

● **RESEARCH SCENES**

Research Scenes include Scenes leading u
where players in

vestigate the dungeon itself or the quest.

These are used

when players are trying to find dungeons o
the job or the person who made the reque

R

ules Sect
ion

■ CLIMAX PHASE

The **Climax Phase** is where the players fight the main character.

. Of course, there is no requirement for this phase to involve

a battle, but this is the best time to get excited about combat. Often, this phase is about the players leveraging everything they have to their

advantage.

The Climax Phase ends once all enemies standing have been defeated.

■ ENDING PHASE

The

Ending Phase is for the story's epilogue, where the players

out what happens after the dust settles. It's the quest-giver thanks them or where they end.

The type of Scene will depend on the scenario itself session.

■ **ENDING MAIN PLAY**

When the Ending Phase is over and the GM has ended, Main Play (the meat of the session), and things move to

After Play.

After Play

After Play is when the various tasks needed such as distributing experience points to players.

■ **LIFESTYLE PAYMENTS**

This is when the player characters pay for their chosen Lifestyles.

Players cannot pay for other players during After Play. It is possible to

have PCs trade money among themselves, but only before the Ending Phase concludes.

If a player can

’t make their Lifestyle payment, the experience

they gain from the session are r

educed. Refer t

o Experience Point Distri-

bution on page 217. If this issue arises dur

ing a Campaign, the GM tr

eats

whatever value couldn

’t be paid as a debt and ma

y work it into the story

of the scenario in the future.

■ EXPERIENCE POINTS

The GM distributes experience points to all

.

The play

ers will also

distribute experience points to the GM by v

sheets.

Refer to Experience Point Distribution on page 217 for information about the experience point–distribution process

.

■CHECKING PLAYER CHARACTERS

When Main Play ends, the player characters have completed a single adventure

. However
, their exploits will continue
. After Play is finished
or preparing
for that.

●DEAD PLAYER CHARACTERS

Dead player characters are now removed from the game

.
The player whose character died should care for the body
would a tombstone

. In addition, even if a player character dies,
still receives experience points as normal.

●LIVING PLAYER CHARACTERS

All player characters who are still alive
will now prepare for

or their next
adventure

.

▼ REMOVING DAMAGE AND RESTORING

All living characters recover from any damage they took during Main Play

. It doesn't

carry

over to the next session. Blessings will return to their original values before

the session began.

▼ DISTRIBUTION OF ITEMS AND OTHER

Have the players

discuss among themselves how to fairly

divide items or money acquired during the scenario

among the players who will transfer

any items and money they received from the record

book to their individual character sheets. If

they don't

want,

they can sell them for money

. F
or details on selling
items, see page 237.

If any player characters are dead
, all players should discuss what to do
with their share of the rewards.
ds.

▼ **PLAYER-CHARACTER GROWTH**

Players can use the experience points they
-

acters. F
or PC growth, see page 240.

■ **CLEANING UP**

Once all the player characters are finished
,
all that remains is to clean up the space you
.

This is important so
that the house

,
s owner

, facility managers, etc. will happily allow you to use it for future sessions.

Once you

are finished cleaning up, it can be extremely easy to move somewhere else, like a café or restaurant, and talk about the session you just had—and prepare for the next one!

R

ules Sect ion

This page will explain how to distribute experience points, or EXP
, during After Play

●Distributing to Players

Determining how many experience points a player receives is done by reviewing the Experience Point

T
able on their record sheet. Each individual player's EXP should be calculated separately.

The GM should instruct each player to check their record sheet'

s Experience Point T

able and have

them write down their total points. Once each player has finished writing this down, the GM collects the record sheets and verifies the growth-point tables of each. If there are no mistakes in the

T
otal column, the GM uses a writing tool that is hard to erase, such as a black ballpoint pen, to sign their name in the record sheet'

s Game M

as-

ter Name column and returns it to the player

. The

record sheet can now be redeemed f

or growth

points.

Items to check for experience points are as follows:

- Participated in the session until the end: +1 point

Whether a player character lives or dies, check this if they participated for the entire session.

•Completed the quest: GM decides
Add this if the GM agrees that a quest (page 263)
has been completed. If the GM doesn't know how
many points to give
, the recommendation is to
use the level of the highest-level enemy who ap-
peared in the Climax Phase as the integer

•Enemies encountered: +[
Total Encountered En-
emy Level ÷ Number of Pla-
yer Characters] points
These experience points are added depending on
the level of the enemies encountered.
The result of
combat with them doesn't
matter

•The GM may choose not to include any enemies
who appeared but were not really a threat.

•Traps encountered: +[
Total Encountered
Trap Level ÷
Number of Player Characters] points
Experience points are added depending on the
level of the traps encountered.
Whether those
traps were successfully disengaged or the like
doesn't matter

•The GM may choose not to include any traps that
appeared but were not really a threat.

•Good role-play
: +1 point
•Said or did things that helped another player: +1
point
•Helped the session move along: +1 point

- Helped with providing a location or other things, contacting others, or adjusting around participants'

schedules: +1 point

- Subtotal

Write down this total number of experience points before any Lif

est

yle-related deductions.

- Couldn

't pay Lifestyle costs: P

oints ÷ 2

If a player couldn'

t pay enough for their Lifestyle

cost during After Play

, that player receives r

educated

experience points for the session. Put a check in

the empty checkbox and divide the subtotal by 2.

- T

otal

Write down the final number of experience points,

applying the result of the Lifestyle-related deduc-

tion if needed.

●Distributing to the GM

After the GM returns the record sheets, each

player who took part in the session writes down

how many experience points they gained on the

session sheet.

This session sheet can now be re-

deemed for gro

wth points.

At this point, the players each write down their

experience-point subtotals (the total before any

Lifestyle-related deductions).

Add all subtotals together

, then divide it by 3 (if

there are less than three pla

yers in the game, use

the number of players instead). If the GM could

check off *Helped with providing a location or other things, contacting others, or adjusting around partic-*

ipants' schedules, add 1 to that and give that total

amount of experience points to the GM.

E

xperience P

oint

Dis

t

ribu

tion

Individual Comba

t

The fantasy genre is filled with stories of swords and magic, and *Konosuba*

TRPG would not be what it is without having explain the rules of individual combat (some which involves characters

, both player and non-player

, fighting against

each other

.

■ FLOW OF INDIVIDUAL COMBAT

Individual combat begins when the GM and a process described in the following passages. In addition to explaining

the general progression of combat, this section elaborates on the terms used when talking about individual

combat.

● ROUNDS

Individual combat is broken up into segments called **rounds**. A single round consists of four steps:

Proc

ess, the **Initiative Process**, the **Main Process**
Proc

ess, continuing until all characters participated
ished per

forming actions. After the Cleanup Process,
rocess, the second round
ound

happens, with additional rounds continuing
ver

.

If you need to quantify in the world of the
takes, the suggested amount is one minute
, this

may be shorter or longer

.

Because combat progresses through rounds
, sometimes individual

combat is called *round progression*. Rounds
or various

non-combat situations, such as disengaging

of time or running from a giant boulder that's rolling toward the players.

▼ SCENES AND ROUNDS

The GM doesn't need to change the Scene just because individual combat has started.

They may switch Scenes if deemed appropriate, moving individual combat into the flow of the Scene.

● READY AND SPENT

Any characters who have not yet acted in the current round of individual

R**ules Sect
ion**

combat are called *ready*, while those who have finished acting are called *spent*. These are both dealt with in different ways.

▼READY

A ready character is one who has not yet performed their Main Process in the current round. During the round's Setup Process, all characters move into a ready state, gaining the ability to perform a Main Process that round.

▼ SPENT

A spent character is one who has already performed their Main Process in the current round

● STARTING AND ENDING

INDIVIDU

AL C

OMBA

T

As mentioned before, individual combat starts when the GM states as much, and it will continue until the GM says it's over

The GM may de-

clare the end of combat in the middle of a round or after finishing the

whole round.

When individual combat ends, any debuffs characters received during that battle are automatically healed

.

However

, the GM may choose to

have some debuffs r

emain, depend-

ing on the scenario or what

,

s cur-

rently happening in the story. If a

character has not yet gone through

their Main Process f

or the cur

rent

round, they can take it befor

e com-

bat ends, with the GM'

s permission.

F

low of Combat

Combat continues

Combat continues

GM says c

ombat

GM says combat

is over

is over

■ SETUP PROCESS

The Setup Pr

ocess denotes the beginning of a new round of combat.

During this time, the GM checks on all the participants in combat.



● FLOW OF THE SETUP PROCESS

The Setup Pr

ocess is per

formed in the following order

.



CHARACTER ENTRANCES

Any characters who haven't yet entered

the Scene may enter it now

. For

information on player characters making en

er to page 213.

▼SPENT TO READY

All characters who have already entered the Scene become ready

, ex-

cept for an

y who have died or been knocked out.

▼DECLARING SKILL USAGE, ETC.

If the players or the GM wish to activate skills during the Setup Process

, they announce this now

. They do not need to declare what it is they

,

re going to perform. However

, if the GM decides

it

,

s not necessary

y to declare the usage of a skill, item, etc

., no one has to

declare they

,

re using it.

▼HANDLING DECLARATIONS

Characters'

declarations are resolv

ed in the order of their Action P

oints,

highest to lowest. Characters who still hav
en

't announced they

,

d like to

use a skill, item, etc., may not do so once ot
e star

ted resolving

.

Also, if the tar

get of any declaration goes away f

or some reason and

there would be no point in doing whatev
er a player previously declar

ed,
they may withdraw their declaration.

▼ENDING THE SETUP PROCESS

Once all declarations have been handled
, the Setup Process ends
, and
the Initiative Process begins.

■INITIATIVE PROCESS

During the Initiative Process
, the GM determines which ready characters
will perform their Main Process next.

R

ules Sect

ion

● **FLOW OF THE INITIATIVE PROCESS**

The Initiative Pr

ocess is per

formed using the steps below

.

▼ **DECLARE SKILL USAGE, ETC.**

If any player or the GM wishes to activate s
during the Initiative Process

, they announce this now

.T

hey don

't need to

declare exactly what they

'r

e going to do in advance.

However

, if the GM decides that the declaration of a
unnecessar

y

, no one has to declare that they
'r
e using one.

▼HANDLING DECLARATION

Character declarations are resolved in the order of their Action Points from highest to lowest. Characters who still haven't announced they
,
d
like to use a skill, item, etc., may not do so once others have started solving. Also
, if a target goes away and the declared action is pointless, players can withdraw their declaration.

▼DETERMINING THE INITIATIVE CHARACTER

Determine the Initiative Character

, who then performs their Main Process.

The Initiative Character is the one with the highest Initiative Point

points who is also in a ready state. If this applies to more than one character

, player characters go first, followed by non-player characters.

If two player characters are ready and have the same number of Action Points

points, discuss with those players who would like to go first.

When in

doubt, the GM can make the decision as to who becomes the Initiative Character

, the GM may decide who acts first.

If all characters are in a spent state, move to

o the Cleanup Process.

▼ENDING THE INITIATIVE PROCESS

When the Initiative Character has been determined, the initiative ends, and the game moves to that character's turn.

s Main Process.

If the Initiative Character currently has the stunned condition, it automatically goes away now.

■MAIN PROCESS

The Initiative Character determined by the initiative order. In general, the things a character does during its turn are called **actions**.

●ACTIONS

There are

five types of actions: **move actions**, **minor actions**, **reactions**, and **free actions**.

During the Main Process

, a character may perform

one move action, one

minor action, and one major action, in that order.

A character doesn't

't

always have to perform all three of these during the Main Process.

It is possible they may only be able to take a minor

and major action.

When a character

,

the Main Process

ends

, that character becomes **spent**.

For

more details about which actions fall into which category, see

223–224.

R

ules Sect ion

This is a list of actions that characters can take, primarily in the Main Process.

●Move Actions

Move actions are generally used for moving to another location.



Combat movement

Moving a short distance (page 225).

▼Full movement

Moving a longer distance than combat movement (page 227).

▼Withdrawal

Withdrawing from an Engagement (page 226).

▼Use a skill

Use a skill with **Timing: Move action** (page 194).

▼Equip a weapon, shield, or piece of armor

Y

ou can equip one weapon, shield, or piece of ar

-

mor

. If you can't equip a new it

em because you

already have something equipped to that slot, you

may drop what you currently hav

e equipped and

equip the new one.

Y

ou can retrieve an

y items you

drop at the end of combat.

▼Use an item

Use an item that requires a mov

e action to trigger

its effects (page 194).

▼Recover from debuffs

Recover from the off-balance debuff (page 234).



Other

Any other action that the GM determines to be a part of the move action category.

Y.

● **Minor Actions**

Minor actions are simple actions that don't cause a character to become spent.

Y

You cannot perform checks during minor actions.

▼ **Use a skill**

Use a skill with **Timing: Minor action** (page 194).

▼ **Use an item**

Use an item that needs to be used as a minor action (page 194).

▼ **Equip a weapon, shield, or piece of armor**

Y

You can equip one weapon, shield, or piece of armor.

-

armor.

. If you can't equip a new item

because you

already have something equipped to that slot, you

may drop what you currently have

equipped and

equip the new one.

Y

You can retrieve any

items you

drop at the end of combat.

▼ **Recover from the intimidated debuff**

Recover from the intimidated debuff (page 234).

▼

Other

Any other action that the GM determines to be a part of the minor action category.

Y.

● **Major Actions**

Major actions are complex deeds such as attacking or using certain skills.

ills.

Y

You can make checks for major actions.

▼

Attack

Use a weapon or skill to deal damage to an enemy (page 227).

▼Use a skill

Use a skill with **Timing: Major action** (page 194).

▼Use an item

Use an item that needs to be used as a major action (page 194).

▼Perform an action that requires a check

Any action that requires a check, such as detecting traps, disengaging traps, identifying enemies

, or

appraising items (page 236).

▼Exchange weapon or shield

Change one held item, such as your current weapon or shield, swapping it for another weapon or shield from your possessions. If an item reads

Equip Slot: One, and your right or left hand is free, you don

't need to exchange your weapon or

shield, and you can simply equip the item with-

out needing to place anything back in your pos-

sessions. If your ability scores, etc. w

ould change,

recalculate them after taking this major action.

▼Exchange accessories

Change one currently equipped accessory, swapping it for another one from your possessions

. If

your **Equip Slot: Accessory** is open, you don't

need to swap an accessory, and you can simply

equip one. If your ability scores, etc. would change

,

recalculate them after taking this major action.



Other

Any other action that the GM determines to be part of the major action categor

y.

Ac

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on
s

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●Free Actions

An action that doesn't use up a move action, minor action, or major action and can only be performed by declaring them to the GM. You can perform a free action at any time during your Main Process.

You can only perform 1 free action per Main Process.

▼Use a skill

Use a skill with **Timing: Free action** (page 194).

▼Use an item

Use an item that needs to be used as a free action (page 194).



Other

Any other action that the GM determines to be part of the free action category.

●Reactions

Any action taken in response to another character's major action is called a **reaction**. Performing a reaction will not cause a character to become spent.

A target may only perform one reaction per major action. If such a reaction takes place, the character who took the major action does an opposition check against the reacting character.

If the reactor wins, the major action has no effect. Spent characters can still perform reactions. However,

reactions can generally only be done against characters who are performing a major action.

●Wait

If a player wishes, they can choose to have their character

wait instead of taking their Main Process.

A character who waits performs their Main Process

after all other characters are spent. A character may choose to wait at any point up until right before beginning their Main Process.

You cannot choose to wait after you've taken a move action.

If multiple characters choose to wait, characters resolve their Main Processes at the end based on their Action Points, but characters with lower points act before those with higher points.

You cannot choose to wait again at this point.

● **Renounce Action**

If the player wishes, they can renounce performing any actions during their Main Process.

They can choose specific actions not to take, like only moving, or elect to renounce all their actions for that Main Process. If they renounce their major action, their character immediately becomes spent.

Ma

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Process Flow

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ules Sect ion

■ CLEANUP PROCESS

This is the process performed at the end of

● FLOW OF THE CLEANUP PROCESS

The Cleanup P

rocess is handled using the steps below

.

▼ HANDLING CONTINUING HP LOSS AND

F

irst, handle any skills, debuffs, it

ems, traps, or an

othing else that deals HP

Loss or MP L

oss (page 233). Refer to the appr

opriate data entr

y for ho

w

much HP is lost or how to handle it.

▼ RECOVER FROM DEBUFFS

The debuffs *dazed*, *enraged*

, and *knockback* automatically go away

(page 233).

▼END SKILL EFFECTS

End the effects of skills that last until the end

▼HANDLE CONTINUING SKILLS

Handle any skills whose effects last past the

▼USE SKILLS

Use skills with **Timing: Cleanup Process.**



OTHER

Any other actions approved by the GM.

Mov

ement and Engagements

Relative positioning and distances are important

W

Weapons all have specific ranges, and blocking movements

can also be crucial.

T

his section covers the general rules of movement as well as a concept known as Engagements.

■ **MOVEMENT**

Characters can move during individual combat rounds.

There are

three types of movement: **combat movement**, and **withdrawal**.

● **COMBAT MOVEMENT**

A type of movement used to close the distance between you.

Characters can move a distance between you. Characters can move a distance equal to

their Movement in a single combat movement.

You cannot per-

form combat movement when in the same square as a hostile character or with something ob-

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●Assault

When a character moves, if there are any enemies (or anything obstructing the path) along their path, the movement ends there, and henceforth, the player enters the same Engagement as those enemies. Entering an Engagement with an enemy is called an **assault**.

The GM decides whether or not a movement constitutes an assault. If a PC's movement would put them in an Engagement with an enemy accidentally, the GM should explain that before the movement is resolved.

Engagements happen with allies, too—not just enemies. If you assault an Engagement with an ally, there is no need to end your movement.

●Withdrawal

To break away from an Engagement with an enemy, you need to perform a **withdrawal**. You can move up to five meters in a withdrawal. (If your Movement is less than 5, you can move up to the distance your Movement allows.) If you perform a withdrawal as a move action, you can no longer perform a minor action during that Main Process. Leaving an Engagement that contains only allies does not require a withdrawal. In this case, players may use either combat movement or full movement, and players can even assault a different

Engagement.

●Blocking

When fighting in narrow places, like a cramped passage or a suspension bridge, it is extremely difficult to slip past enemies.

This restriction as

known as **blocking**.

If an Engagement is being blocked, the GM declares an opposition check. The actor

—the char-

acter trying to mak

e a withdrawal—and the reac-

tor—the enemy character blocking them—add

their Action Points to their r

olls for this opposition

check. If there are multiple obstructing enemy

characters, the actor does one check, and their to-

tal check score is compared to checks fr

om each of

the enemy characters. If the actor doesn'

t win all of

them, they cannot make a withdrawal and cannot

move outside the Engagement.

Mo

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Engagement

Diagrams

Enemy

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Assault
Engagement

Engagement
PC
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Combat Movement
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R**ules Sect
ion****●FULL MOVEMENT**

A type of movement used to head for a destination or get as far away from one as possible. Characters can move up to a number of meters equal to their Movement plus 5 in a single turn. If you use your move action to perform full movement, you can no longer perform a minor action during that Main Process.

• You also cannot perform full movement when in the same Engagement as an enemy character or with something obstructing your movement.

-

**WITHDRAWAL**

A type of movement used to escape an Engagement.

more details.

■ ENGAGEMENTS

In *Konosuba TRPG*, Engagements are single sent part of a battlefield.

When talking about how far close

-

combat weapons such as swords or

spears can reach with attacks, you can say things like *there are three in the Engagement* or *approach an Engagement*. If in an Engagement as well, you can say things like *that character is in the same Engagement* or *you are Engaged with that character*.

In cer

tain situations, non-character things such as traps or objects may also be treated as part of an Engagement.

A tacking

Any action that affects an enemy
, first and foremost dealing damage to them, is called an **attack**.

This section will explain how to make attacks and the process for handling them.

■ METHODS OF ATTACK

There are three different methods of attacking.

● WEAPON ATTACKS

Whenever you attack another character with a sword, spear, or bow, it is called a **weapon attack**. Weapon attacks are categorized based on what type of weapon is used.



CLOSE-COMBAT ATTACKS

Any attacks performed using weapons with swords or your bar

e hands, ar

e called **close-combat attacks**

. In order to

per

form a close-

combat attack, you must be in the same Engaged state as the target you want to strike.

▼RANGED ATTACKS

Any attacks performed using weapons with the **Close** property are called **ranged attacks**. The range of the weapon and is described in meters.

You cannot perform a ranged attack against a character you're currently Engaged with.

Y

ou cannot per

form a ranged

attack against a character you'

re currently Engaged with.

▼PROJECTILES

Certain weapons meant for close-

combat attacks may state that they are

throw

able. In these cases, you can perform a ranged attack.

The range for such attacks is the throwing character's

throwing character's

ter

s Strength+5 me

ters.

The weapon used for the throw is treated as a disposable item and is generally lost after ward, but after combat ends, you can retrieve it by passing a Luck check of DL 12.

● **MAGIC ATTACKS**

Whenever you use a skill classified as a spe
, it

s
called a **magic attack**.

● **SPECIAL ATTACKS**

Any attacks that don't fall into the weapon or magic category are called

special attacks. Breath, an elemental-breath

mies can use, is one such example of a spe

■ **ATTACK PROCESS**

Attacks are r

esolved as opposition checks and follow a
attack declaration, hit check, dodge check
, hit resolution, and rolling f
or
damage.

● **DECLARING AN ATTACK**

In this step, the attacking player decides on
they
'll be attack
ing.

The one per

forming the attack (hereafter r
eferred to as the **attacker**)

must choose an appropriate character to a
eferred to as
the

defender). Then the attacker states how th
they

'll use, and what weapon they

'll strike with. An attack
er can only
attack with the weapons they have current
.

The GM must confirm that the declared att

R

ules Section

ion

If it is not, they must tell this to the player and choose an appropriate target. For

or more

see on how to use skills, see page 194.

●PERFORM A HIT CHECK

In this step, you perform a check to see whether the attack hits the defender.

S

attack hits the defender.

.

This is called a **hit check**.

The ability scores used for this hit check are as follows:

▼FOR WEAPON ATTACKS

Hit checks for weapon attacks use Dexterity.

▼FOR MAGIC ATTACKS

Hit checks for magic attacks require a magic check. Magic checks use

Intelligence.

▼FOR SPECIAL ATTACKS

Hit checks for special attacks differ from one to the next. Refer to each skill

s individual entry

y

.

If the hit check is a critical, the attack automatically may also modify the damage done. See page 100 for details. However

, if

the defender also gets a critical, the reaction has priority

y

, and the defender

wins. In other words

, the attack will miss in this case.

If the attacker fumbles, however

, the attack automatically fails, and the next step—the dodge check—

doesn't happen.

● **PERFORM A DODGE CHECK**

Once the attacker has made their hit check, the defender now makes their own check to see if they can avoid it. This is called a **dodge check**. Dodge checks use Agility

If the dodge check is a critical, the defender misses, dealing no damage. However, if the defender fumbles, the attack automatically succeeds.

● **HIT DETERMINATION**

In this step, you compare the total score of the checks to one another to determine if the attack hits. Use the same rule as the attacker wins, move to the damage-roll

● **DAMAGE ROLL**

If the attack lands, then in this step, you determine how much damage the attacker deals to the enemy or enemies. There are three types of

damage:

physical damage, magic damage, and pi

Rolling the dice to determine how much d
damage roll.

If the attack
er gets a critical on their hit check
, they add an extra num-
ber of dice equal to the number of dice tha
check to their damage roll

. F

or example, if an attacker rolled thr
ee sixes
on their hit check, they would add three ac
roll.

▼PHYSICAL DAMAGE

T

ypically
, damage dealt by weapons is ph
ysical damage.

When dealing
physical damage, roll
2d6, then add your weapon

s attack power and any
other modifiers from things like skills to that
damage.

The defender subtracts their Physical Defense.

The resulting value is the total damage dealt.
If the result is 0 or less, the defender takes no damage.

The defender subtracts the total damage
dealt from their HP
, then writes their new HP into the Current
of their record sheet.

Damage

= 2d6 + Attacker's

s

Weapon

,

s Attack Power

ower + Modifiers

T

otal Damage Dealt

= Damage – (Defender'

s Physical Def

ense + M

odifiers)

HP

= HP Before

T

ak

ing Damage –

T

otal Damage Dealt

▼**MAGIC DAMAGE**

Magic damage is just that—damage dealt

The de

-

fender calculates mag

ic damage differ

ently than physical damage.

The defender subtracts their Magic Defense from the attacker's damage.

The resulting value is the total damage dealt from the defender's HP.

If the total damage dealt is 0 or less, the defender takes no damage.

The defender subtracts the total damage dealt from their HP, then writes their new HP into the Current record sheet.

Damage

= Calculation Depends on the Skill Being Used

Total Damage Dealt

**= Damage – (Defender's
Magic Defense + Modifiers)
HP**

= HP Before

T

ak

ing Damage –

T

otal Damage Dealt

R

ules Sect ion

In addition, magic damage will sometimes
ed with it.

These elements include **fire, water, wind,**
ice, light, and **darkness,** as well as non-ele

varieties in all. F

or conv

enience'

s sake, non-elemental magic damage is
ref

erred to as **void**. Should the def

ender possess an elemental attribute,

their Magic Defense may change when stru
ic attack of a

cer

tain element.

- Both have the same element

If a character has an elemental attr

ibute, it means they ar

is resistant to that element.

Thus

, when taking magic damage of the same element, they double their Magic Defense when calculating damage.

•W

Weakness to the element

Some skills

spells, items

, etc. describe a weakness to an element, often written as follows:

elemental weakness. When a character receives damage from an element they have a weakness to, treat their Magic Defense as 0 when calculating total damage dealt.

•V

Void

void element

In addition, magic damage that doesn't have an elemental attribute

is listed as *void*. How

ever
, this is pur
ely a term for conv
enience, and no
such
“void element”
exists.

When you
,

r
e allowed to choose an element
for a skill, you may not choose void
.

▼ **PIERCING DAMAGE**

Pier
cing damage, as the name implies
, is damage that ignores def
ense.

Thus, pier
cing damage cannot be reduced by Ph
ysical Defense or Magic
Defense. A

ditionally
, because it is neither physical damage nor
ic
damage, any skills or items that would reduce
ve no
effect on this type of damage.
However
, if a sk
ill or item simply says that it reduces damage
, without
specifying physical or magic
, it will reduce piercing damage
.

Damage

= Calculation Depends on the Skill Being Used

Total Damage Dealt

**= Damage – Defender's
Modifiers
HP**

= HP Before

T

ak

ing Damage –

T

otal Damage Dealt

■ PROTECT

Just before

the damage

-roll step

, a character in the same Engagement as a character who landed their attack may place of the one it landed on.

This is called **protecting**.

All debuffs, skills, and item effects that would be applied to the target along with the damage are transferred to the protecting character.

In

addition, a character protecting another can with **Timing: Before damage roll**.

For

or a character to perform protection, they must. Immediately after performing

protection, that character becomes

No other characters may protect a character

ecting another

.

Mob enemies (page 270) cannot perform protection.

If an attack (such as those with **Target: Area**) is performed by a character performing protection and the target of that protection, the

character performing protection receives double damage.

. If the protecting character passes their normal dodge check, then calculate the damage like a normal protection is being performed.

.

ing character passes their normal dodge check, then calculate the damage like a normal protection is being performed.

age like a normal protection is being performed.

Damage and Recovery

When taking damage or receiving the effects of a spell, a character's HP may decrease.

s HP

may decrease

, or they may be afflicted with a debuff
. However
, decreases
in HP are not the same thing as being wounded.
. HP doesn't only

indicate the vitality in a character
,

s physical body, but also their level of
exhaustion and the state of their physical health.
Thus, a character
,

s HP
going to 0 doesn't
mean that character immediately dies.

■ **KNOCKED OUT**

A character whose HP falls to 0 becomes **knocked out**.
A knocked out character cannot use any skills or perform actions of any kind and un-

til they recover from being knocked out.

They also may not recover HP through skills or items.

They may not take a move action, major action,

or minor action, and they can't react or take any free actions, either.

(If they

're the reactor to an opposition check, use 0 score.) However

, even k

nocked out, any continuous skill effects the

possess will remain, as will any debuffs.

If

, for some r

reason, a character

is knock

ed out without their HP going to 0, their HP
becomes 0.

R**ules Sect
ion****■ DEATH CHECK**

At the end of every combat round, all knocked-out characters must perform a death check.

A death check is an action check with the Difficulty level

is determined by their current HP

If they pass the death check, they are no longer knocked out, and their HP becomes 1.

If they fail the death check, that character dies.

The GM may also decide that characters can recover from being knocked out via skills or items.

■ DEATH

If a character dies, they are removed from the game during After Play

.

■ HEALING HP AND RECOVERING FROM OUT

HP can be restored in many ways

, such as with skills or items. However, a

character who has been knocked out cannot recover any HP

.

In addition, in general, a character cannot recover from death.

■ LOSS OF HP AND MP

Attacks decrease their targets' HP and MP

HP with damage, but there are other ways to lose HP

.
This is called HP L

oss. HP L

oss is not considered damage.

Thus,

even skills or items that would decrease da

crease **HP Loss**.

Things that decrease MP in the same way a

re called **MP Loss**.

■ DEBUFFS

Characters will sometimes be afflicted with

from things like skills or items.

There ar

re seven types of debuffs, list

ed

on page 234, and it

,

s possible to have more than one at once. I

ever

,

if a character would be inflicted with more

same debuff

, the new one is not applied on top of the c
debuffs

don
't stack.



Death Check Difficulty Levels

0 to –

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0

10

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o

–

5

0

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ach –50 pas

t –50

+8

Konosuba TRPG

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This is a list of all the debuffs in *Konosuba TRPG* and their effects.

●Intimidated

Intimidated is a state in which a character is under pressure, shrinking away from something. In-

timidated characters cannot take a major action.

▼Recovering from intimidation

Use a minor action.

●Enraged

Enraged is a state in which a character is highly emotional toward a specific other character and cannot fully control themselves. An enraged character takes $-2d6$ on any major action checks against any character save for the one who enraged them. If the enraged character attacks multiple targets, and one of them is the character who enraged them, they do not take the $-2d6$ penalty.

▼Recovering from being enraged

Automatically heals during the Cleanup Process.

●Stunned

Stunned is a state in which a character has temporarily lost consciousness. A stunned character takes $-1d6$ on any reaction checks.

▼Recovering from stun

Automatically heals during the Initiative Process when the stunned character becomes the Initiative Character.

●Off-Balance

Off-balance is a state in which a character has lost their footing, fallen down, or otherwise lost their balance. Off-balance characters cannot perform combat movement, full movement, or withdrawal.

The effects of being off-balance supersede skill effects.

▼Recovering from being off-balance

Use a move action.

●Poisoned

Poisoned is a state in which a toxin or curse has taken hold in a character

s body and is slowly sap-
ping their stamina. Different poisons hav
e different
levels of effectiveness. If it has an effectiveness of 1,
it's written as *Poison (1)*. Poisoned characters suffer
5 HP Loss every Cleanup Process for each lev
el of
effectiveness. Each time the effectiveness incr
eas-
es by 1, 5 more points are added to the HP L
oss.

▼ Recovering from poison

Recovering from poison requires the usage of a
skill, item, etc. that can heal it.

● Knockback

Knockback is a state in which a character's move-
ments are delayed, such as when car
eening back
after taking a power
ful blow
. Knockback has an
effectiveness level. If it has an effectiveness of 1,
it's written as *Knockback (1)*. Characters who are
knocked back lose 5 Action Points for each effec-
tiveness level of the knockback

▼ Recovering from knockback

Automatically heals during the Cleanup Pr
ocess.

● Dazed

Dazed is a state in which a character's conscious-
ness is hazy, such as after being struck by a tre-
mendous impact. Dazed characters take -1d6 on
all major actions.

▼ Recovering from being dazed

Automatically heals during the Cleanup Pr
ocess.

■ Recovering from Debuffs

Debuffs can be healed at the times specified
in their descriptions, or by using skills or items.
Debuffs are only in effect during individual com-

bat.
Typically
, all debuff
s are healed once individ-
ual combat ends.

Lis

t

of

Debuf

f

s

R**ules Sect
ion****Blessings**

Player characters possess special powers because of their protagonist status.

T

hese powers are called *Blessings*.

Blessings are a strength hidden deep within
wer to rewrite
one

,

s own fate.

■ USING BLESSINGS

In this sec

tion, we

'll explain how to use Blessings.

● ADDING DICE

When rolling dice, a pla

yer may use any number of Blessings their

-

acter possesses to add 1d6 to the roll for each Blessing spent this way.

The number of Blessings a character has is

A player must declare prior to the dice roll that the

they are going to be

using Blessings.

They cannot roll the dice first, then use Blessings to

increase the number of dice they roll

.

The dice addition from Blessings can be applied to any

dice rolls:

checks, damage rolls

, determining the effects of skills or items, determining loot, etc.

● **REROLLING CHECKS**

Right after a player performs a check, they may use 1 Blessing to reroll that check. However

, no check can be rerolled in this way more than once.

They reroll using any extra dice gained from skills, items, or Blessings.

When a check is rerolled using a Blessing, it cannot be rerolled afterward by way of skills or items.

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This section explains other rules about various situations the player characters may encounter.

■ Adventures and Expeditions

Traps and enemies litter dungeons, waiting to obstruct the adventurers' paths.

The rules introduced here are mainly used inside dungeons, but they can also be employed in other applicable situations.

● Detecting Traps

A detectable trap is one that can be discovered by attempting to detect traps. P

rimar

ily, det

etectable

traps activate when a character opens a door, moves an object, or in response to other direct player-character actions. See page 262 for more details.

T

o detect a trap, the character must be in the same Engagement (page 227) as the target they believe is trapped (the object, wall, door

, enemy,

etc.). Once they are, they declar

e they wish to

detect traps, then perform a Perception check. If

their total check score is great

er than or equal to

the trap'

s Detec

t V

alue, the check succeeds, and

they uncover the trap. If a character who does not have

Trap Detection Skill (page 157) fails the check,

they will accidentally spring the trap. Refer to each individual trap for their effects.

If a trap doesn't hav

e a Detect Value
, that means it
is not a secret trap. Characters can see these without needing to detect them.
The GM must draw or otherwise mark them on the map, pointing them out to the players in advance.
A character cannot attempt to detect traps in the same place more than once.

●Sensing Threats

Any traps that are perceivable can be discovered by attempting to sense threats
. Perceivable traps activate when a character makes contact with them (such as stepping on them or entering an area). See page 262 for more details
.

It is the GM who prompts the player characters to perform sense threats checks.

When a player character makes contact with a perceivable trap, the GM tells them to sense threats, after which the character who came into contact with the trap makes a Perception check. If their total check score is greater than or equal to the trap's Detect Value, the check succeeds

, and the trap is no longer secret.

The player Engages the trap without triggering it, and they can then attempt to disarm the trap. Additionally, if multiple players come into contact with the trap, they all have to pass the sense threats check or else the trap will activate. In addition, when a character comes into contact with a perceivable trap, their movement automatically ends in that location.

●Disarming Traps

Characters can attempt to disarm traps that have been hidden by detecting or sensing them, as well as any traps that aren

’t concealed.

This is called

trap disarming. The character attempting to disarm a trap must be in the same Engagement (page 227) as the target. Once they are, they declare that they wish to disarm the trap, then make a Dexterity check. If their total check score is greater than or equal to the trap

s Disarm V

alue,

the check succeeds, and the trap becomes inert and will never activate again. However

, if they fail

to disarm the trap, it activates. Refer to

each indi-

vidual trap for their effects.

● Identifying Enemies

Investigating what sort of abilities an encountered enemy (page 270) possesses is called

enemy identification. When a character attempts to identify an enemy

, they choose one target with-

in visual range, declare that they want to identify it, and make an Intelligence check

. If their total

check score is greater than or equal to

the enemy

s

identification score (also called an **ID score**), the check succeeds, and the GM tells them the enemy’s name

, level, element, whether their Physical

or Magic Defense is higher (or if they’re the same),

and any enemy skills they possess.

A character who has attempted an enemy identification in a Scene cannot try it again on the same enemy

Enemy identification can also be used to gain information about other NPCs, such as their name or other information, revealing details about them.

●Jumping

Players sometimes need to jump across things like crevasses or holes.

To

o jump, perform a Strength

check with a DL equal to twice the distance that needs to be jumped (in meters). If the character passes the check, they safely reach the other side.

If they

're jumping vertically

, the DL is instead four

times the distance in meters.

When jumping during round progression (such as in combat), it is treated the same as a full-movement action, and the character cannot take a minor action that round.

●Scaling

Climbing up a cliff face or wall requires scaling it.

Scaling has a DL of 10, and passing a Strength check will allow the character to climb a distance equal to half of their Movement. If they fail that

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les

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ules Sect ion

check, they must make an Agility check of DL 10. On a success, the character only falls a distance equal to half of their Movement. If they fail the Agility check, they fall all the way down. For information about falling damage, see Other Damage on page 238.

When scaling during round progression (such as in combat), it is treated the same as a full-movement action, and the character cannot take a minor action that round.

■Other Non-Dungeon Rules

The rules introduced here are for situations that player characters might often come across outside dungeons.

●Gathering Information

A character can acquire information by asking around or looking into paperwork by using **information gathering**. The ability score and difficulty level used for information-gathering checks are determined by the GM based on the information to be gathered. If they can't decide on one ability score in particular, it is recommended to make it a Perception check. If

the character passes the check, they receive the information.

■Difficulty Level

- Information everyone in town knows: around 10
- Information adventurers would know: 12
- Information specific to certain circles: 14
- Information on leading figures in nations and towns: 16
- National secrets: 20 or more

●Negotiating

When a player character is **negotiating** with an

NPC, they make a Mind opposition check

Determining the actor and the reactor will vary de

pending on the situation, but in general, the player character is the actor, and the NPC is the reactor

We recommend thinking of it with the following example: If the NPC lies, a player can try to see through the deception as the actor, and if the player lies, they can try and fool the NPC as the actor. The GM can allow the use of skills like Deception Skill, Detect Deception Skill, and Negotiation Skill, depending on the situation. Also, the GM may set a single Mind value as a difficulty level for an NPC instead of having them make checks.

●Buying and Selling Items

Players can buy and sell items at any time during the session if allowed by the GM, whether it's Pr

e-play, Main Play, or After Play. When buying an item, that item

's value is subtracted from the character's money. A character can't buy an item without the necessary funds.

When players sell items, they receive money equal to half the item

's printed worth.

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●Rolling to Determine Loot

When an enemy dies or is knocked out, characters can acquire things from them, such as the possessions that enemy was holding.

These items are

collectively called **loot**. What loot an enemy

has is

determined via dice roll.

To

determine loot, roll 2d6. Compare the result to

the

specific enemy's loot table

. Characters acquire

any items listed in the corresponding entry on the

enemy's loot table

. Any character who has already

entered the Scene may roll for

loot. However, this

roll is not a check, so it cannot be altered or redone

using Blessings or other methods.

Any item obtained from a loot roll that has a

specified monetary value can be exchanged for

that amount of money instead of half, and it has

a weight of 1. Characters may sometimes obtain

weapons, armor

, potions, or other items as well.

The GM may require that the PC

rolling for loot

must have been in the same Engagement with

said enemy

.

●Other Damage

Characters may take damage from a variety of

other sources, such as falling from a high place

or coming into contact with natural fires. In these

cases, characters always take 2d6 piercing damage.

The GM may also add dice to the roll as appropriate.

For

example, they may add dice in the

event of a particularly high fall or especially powerful

fire.

■ Special States

This section introduces rules for special states, such as flying and swimming.

● Flying

A character may be able to fly by using a skill or an item.

These characters are considered to be in a **flying state**.

A character in a flying state can only obstruct the passage of other characters also in a flying state.

Thus, even if Engaged with an enemy, unless that

enemy is in a flying state, a character doesn't need

to end their movement. Plus, when moving out of

the Engagement, they can use combat movement or full movement to assault another Engagement as well if they like.

There are no specific rules for how high a character in a flying state can or will be. If needed, it is recommended to treat them as being one to two meters in the air.

The important thing is that all characters in an Engagement are able to use close-combat attacks against one another.

● Swimming

If the GM determines that a character is in deep enough water to restrict their movement, that character is now in a **swimming state**.

A character in a swimming state has half their normal Movement and cannot perform full movement. A player can attempt a DL 10 Strength check as their move action to ignore this penalty.

However, if they fail, they won't be able to move at all, and their Main Process will automatically end without them being able to use their minor

or major actions.

● Moving in Secret

A character can use a major action to hide themselves and enter a **stealth state**. How

ever, if the

GM decides there isn

't anywhere to hide nearby,

a character may not enter a stealth state (exclud-

ing the effects of skills, items, or Cheats). A char-

acter loses the stealth state when they make any

check, excluding reactions. Moving, using an item,

or using any skill with a target other than Self will

remove the stealth state

, too, even if these actions

don'

t require a check. The eff

ects of any sk

ills or

items related to being in a stealth stat

e will last

until the end of the action that breaks the stealth

state. A character cannot enter a stealth state while

Engaged with an enemy (any character who bears

malicious intent). Characters in a stealth state can-

not be attacked, cannot be hit by any skills other

than those with a target of Self, and can

't be tar-

geted by items or enemy identification. How

ever,

they can be targeted by anything that designat

es

a target of Scene or Area. [Note that they **cannot**

be targeted by anything with Scene (Choose) or

Area (Choose).]

In order to discover a character in a stealth state

within visual range, a character must perform an

opposition check as a major action; both char-

acters use Perception. (The one attempting to

see the hidden character is the actor, while the

one currently in a stealth state is the reactor

.) If

there are multiple characters in a stealth state

, it

becomes a one-versus-many check (page 194). A

character may also choose to exclude allied char-

acters in a stealth state. If the character attempting to discover a character in a stealth state wins, the latter's stealth state is removed.

●Darkness

Places without light can obstruct characters in various ways. In darkened places, all characters'

Movement becomes five meters (if a character has less than 5 Movement, it stays the same), and they are unable to perform full movement.

They also take -1d6 on all checks. However, if all characters involved would take this check penalty, the

O

t

her

Rules

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ules Sect ion

GM may simply ignore the penalties when dealing with checks.

● Surprise Attacks

Whenever characters are subject to an unexpected assault, such as an ambush or an attack in the night, or if they stage one themselves, the GM may decide that a surprise attack has occurred.

Each of the characters performing the surprise

attack may take one Main Process before normal

combat rounds begin.

The order of these Main

Processes may be det

ermined without heeding

the usual method of consulting Action Points.

Also, if a character on the reaction side of a surprise attack would make a reaction check during any of these extra Main Processes, they take –1d6 on that check.

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Both the players and GM receive experience points at the end of a session. Players can spend these experience points to level up their characters.

grow

. Experience points are given to the players and GM themselves—not the characters. A player or GM may use their experience points on any character they have created.

Experience points can be used during Preparation

,

with the GM's

permission. See page 208 for more details on replay and

After Play

.

A player or GM loses any experience points they use.

When using them, have the GM write over them in the record sheet and session sheet with a red pen or something else that makes it clear. There are two ways to use experience points.

■ RAISING CHARACTER LEVEL

A player can raise their character's level by spending experience points. The number of experience points needed is ten times the character's current level.

When a character gains a level, the player can perform a few different actions explained below.

● LEARNING SKILLS, CHANGING CLASS, BLESSINGS

When a character gains a level, they can learn new skills, raise their Blessings.

T

o learn a sk

ill, choose one of the f

ollowing patterns:

① Learn 3 levels' worth of racial skills and/o

② Learn 3 levels' worth of racial skills and/o

change classes

③ Learn 2 levels' worth of racial skills and/o

a Blessing.

● **LEARNING SKILLS**

Choose skills to learn from those available t

,

s class.

The

character may acquire a new skill or raise th

ill they

've al-

R**ules Sect
ion**

ready learned. How
ever

, a play

er may not raise a single class skill fur
ther
than 2 levels.

●CHANGING CLASSES

When choosing pattern 2, a player can cha
,

s class.

This is called a **class change**.

When changing classes, r

ewrite the class section and Class Modifier
section on your character sheet, then recal

When changing classes, a character can lea
previous class and the skills from their new

◆ADVENTURERS CHANGING CLASSES

If your character changes classes upon leve
class skills the

y
've already learned

.

However

, if a character changes from Adventur
er to another class, they
lose their Additional Blessings eff
ect. I

n other words

, they take a -1 to

their maximum number of Blessings. If the
Adventur

er

, they gain it back

.

◆ **CHANGING TO ADVANCED CLASSES**

If a charac

ter has r

eaches at least level 10, they may class cha
advanced class.

F

or details on changing into an advanced cl

, see page 242.

● **GAINING BLESSINGS**

When choosing pattern 3, the character gains

● **RAISING ABILITY SCORES**

A character may choose three base ability scores to raise by 1 point.

There is no upper limit on a base ability score.

s value.

After raising base ability scores, recalculate your ability bonuses and ability scores.

● **CHANGES IN SECONDARY ABILITY SCORES**

When raising ability scores, stats calculated from certain

ability scores—

max HP

, max MP

, and Action Points

—will also increase

.

▼ **MAX HP AND MAX MP**

F
or each level a character gains, their max H
eases by the HP Gain
amount for their class
, and their max MP increases by the MP Gain

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amount for their class

. Refer to the Class Modifier list on page 120

these values. In addition, if you

've increased their base Str

ength score or

base Mind score, don

't f

orget t

o recalculate the r

elevant values.

When changing classes, r

efer to the HP and MP Gain values f

or the

new class rather than the old one.

Max

HP

=

Max HP on Character Creation + Class H

V

Value +
Base Strength Score
,

s Increase

Max

MP

=

Max MP on Character Creation + Class M
V

Value +
Base Mind Score'
s Increase



ACTION POINTS AND MOVEMENT

A character
,

s Action Points will g
row with incr
eases to Ag
ility and Per

ception, and a character

s Movement will grow with increases to Strength.

See the formulas on pages 118-119 to recalculate a character

s Action Points

oints and Movement.

■ LEARNING GENERAL SKILLS

By spending 5 experience points, a character's work

th of general skills.

However

, a character can only know a total

total level of general skills equal to their CL plus 1.

For example, a level-5 character can only learn 1 more level's worth of general skills, so if they already have 5 levels learned, they can only acquire 1 more level's worth of general skills.

Changing to Advanced Classes

■ ADVANCED CLASSES

Advanced classes are alternate versions of specific classes that are more specialized in their role.

● TYPES OF ADVANCED CLASSES

The advanced classes are listed below
with
explanations on each of these
classes, refer to pages 172–179.

R**ules Sect
ion**

- Crusader
- Arch-priest
- Arch-wizar
d
- Assassin

●CLASS-CHANGE REQUIREMENTS

To change to an advanced class, a character
following
requirements

.

**CHARACTER LEVEL**

Reaching level 10 gives a character the ability to change class.

When a character has reached level 10 or higher, they must choose a new class pattern 2 when raising stats: to learn 3 levels worth of racial skills.

ills and/or
class skills and per
form a class change, then choose an advanced
the target of that class change.

▼ **MAIN-CLASS RESTRICTIONS**

Which advanced classes are accessible to a
current class (the one before
changing classes). For
example, only a War-
rior can class change into a Crusader

• Refer to the Class Change

Table for which classes can become which
advanced classes.



CHANGING BETWEEN ADVANCED CLASSES

A character cannot change directly from one

• However
, by first going through the prere-

equisite class, they can become a different advanced class.

F

For example, a Crusader character can't class change into an Arch-priest. However

, if that character class changes into a Priest, then be able to change into an Arch-priest.

● **CLASS MODIFIERS OF ADVANCED CLASSES**

Class Modifiers, HP Gain values, and MP Gain values of changing to an advanced class.

. Refer to page 120 and re-

write the

class-modifier section on your character sheet.

● LEARNING SKILLS

Advanced classes can also learn skills from F

or example, a Crusader can still learn W

arrior sk

ills upon leveling up,

and an Arch-wizar

d can learn W

izard skills.



Class Change T

able

Warrio

r

Crusader

Prie

st

Arch-

priest

Wiz

ard

Arch-wizard

Thie

f
Assassin

This chap
ter co
n
tai
ns

in
forma
tion on th
e world
wher
e the
ga
me
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t,

so it's easy to

read.

I

f

you wan

t to know more,

we recommend the origin

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novel

s! (

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Konosuba: God'

s Blessing on

This

**Wonderful
W
orld!
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W
or
ld Section**

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"I've finally arrived...in Axel...

"

Y

ou stand at the entrance to the settlement
ering

your body

. Haggard breaths come from your mouth.

The sacr

ed blade

entrusted to you by the goddess has lost it

ou've

been using it to keep yourself up, y

ou only manage to make it another

few steps bef

ore finally collapsing.

The last of your strength finally de-

par

ts from your body

.

There

,
s noise all around you.

T
ownspeople and adventurers are hurr

y-
ing over
, having seen you fall

.
Through your hazy vision, you spot a goddess
She has hair like clear
, flowing water
, leaving no doubt in your mind of
her divine nature.

A moment later
, your body fills with energy

.
I need to give her a piece of my mind! you think
fades.

And thus does your adventure
...continue. Had it concluded there,
things might have been easier

.
T
oo bad!
Y
our journey has only just be
-
gun!
W
elcome to this nonsensical, good-f
or-nothing world, adventur
er!

F
irst
T
ime Reincarnating in Another
W
orld

Y
our eyes open.
The ceiling that greets y
ou is wholly for
eign.

"

Where am I...?"

you murmur

.

The kind person who seems to have brought

to this oddly coarse

bed responds,

"

This is Axel

T

own.

"

He

,

is a boy who seems rather close to your age

.

Y

ou ask his name, and

he gives it fr

eely

.

"I'

m K

azuma. I work a par

t-time job at the moment, so I have to say
,

This is Axel

T

own!'

to everyone who arrives here.

"

W

orld Sect ion

W

ouldn

't that mean he

,

s on the clock right now? Shouldn

't he be at

his workplace?

When you ask him as much, he sighs.

"I would, but y

ou seemed so de

-

lirious, and you wer

e murmuring about the goddess Aqua, too

"

"F

u-fu-fu...

"

A figure slides out from the shadows with a confident laugh.

Y
ou know
exactly who it is.
Before y
ou realize it, y
ou
,

re mouthing her name

.
Aqua, the goddess.

Y
ou spring to your feet and take one step, th
, toward her

.
"

That
,

s right—I am the goddess Aqua.

Y
ou seem to be a dev
out wor-
shipper

, so I decided I w
ould show myself especially f
or you.

What would
you request of the deity of water? ...Hey
, what?

Why are you glaring at
me like that? Wh

y are y
ou clenching your fists? Huh?

What'
s happening?

W

ait, I'

m scar

ed, no

, stop

, stop

, no, stop

, help me

, K

azumaaaaaa!"

Righteous fury
sprouts in your
heart.

The reason for
that fury?

Let

us

have

a look.

Reminiscence

e (

Abridged)

“

Welc

ome to the world of the dead

.

*“Unfortunately, you have
died.*

“

Welc

ome to the world of the dead

. I am the goddess Aqua, the one who

guides agonized souls of the dead like you

.
”

The goddess Aqua

,

s wor

ds flow through your mind—an abridged v

-

sion of them anyway

. It

,

s a weird story

, your life ha

ving flashed befor

e

your eyes.

Y

ou were already dead by this time, after all

.

Y

ou perished, then found yourself in the lan

However

, you were given a chance to come back to life in another world.

That other world was currently threatened by a being known as the Demon King. Aqua and some others were currently in the midst of a campaign where they sent young people from the other world,

with your memories and bodies intact, to conquer the Demon King. Aqua even threw in a bonus: You

got to choose any item you wished to bring with you—from powerful

divine artifacts to incredible magical powers!

That was how the beautiful girl standing before your eyes, who called herself a goddess, explained it.

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It was all very
very suspicious, but you went
for it.

You
you've
already died anyway
, after all.

The

"

other world

"

the goddess Aqua
described is a fantasy world of
swords and magic.

P

er

perfect for someone like you—a video-game

.

You

you've

d be put in a safe spot to start your new
, reincarnated life.

She
,

d explained that, too, so you follo
wed her instructions and got
onto the magic cir
cle. And that was the moment you embark
journey to another world!
“

Ah, crap
——”

Those were the last w
ords you hear
d tr
ickle from Aqua
,

s mouth back
in the world of the dead.

Back to the Pr esent

The goddess was supposed to have transp

e place, but
when you opened your eyes
, you wer
e right smack in the middle of a
whole swarm of dangerous monsters.
They ripped into you. It was only
luck that kept you alive long enough for y
ou to find the way to Ax
el.

Basically
, the goddess messed up your star
ting location, you almost
died, and you can saf
ely assume from her attitude that she has f
all this.

"Y
ou, uh...

Y
ou really had a rough time, huh?"

asks Kazuma with in-
credibly kind eyes.

Next to him, Aqua—with a sign hang

ing around her neck that reads

I'M

A USELESS GODDESS—is sitting formally with her

be at a loss, which cools your fury several d

K

azuma explains that he was r

eincar

nated her

e, just like you.

As revenge f

or this goddess laughing at his cause of de

Aqua herself as his bonus!

That explains the mystery of what the godd

is doing here.

"Hey

, Aqua, look. I'

m not the only poor soul you made suffer

. Shouldn

't

goddesses lead by example or something?

Aqua gr

oans.

"|...|'

m sowwy...,

"

she says, pressing her head to the floor
in apology

.

Y

ou star

t to f

eel lik

e you

'r

e pick

ing on a weakling, so you decide it'

s all

water under the bridge.

"Picking on a weakling... A goddess, and I've

eak-

ling...

"

As Aqua mutters with evident dissatisfaction

"By

W**orld Sect
ion**

the looks of things, you hav
en

't even r

egistered as an adv
enturer yet. I'll

show you where the A
dventurers Guild is

.
”

What a good person!

Unfortunately

, your opinion of Kazuma immediately plun
he takes a piece of paper out of his pocket
y clearly

, *Re-*

cruit-an-Adventurer Reward: 500 Eris.

It seems e

v

en bringing the goddess Aqua to this world

't landed
him a pleasant, cushy adventurer lifestyle.

You reflect on how surprisingly harsh fantasy worlds like these can be.

● Summary of Important Points ①

- People from modern Japan are reincarnated into this world, or *isekai*

- The goal of this series reincarnation is to slay the Demon King

-

Those who receive incredible powers (or *cheats*)

Another World, Full of Mysteries

"How much do you know about this world?" asks Kazuma as you're walking - ing. You shake your head, f

or you don't
know anything
now. Only that there
are very, v
ery scary things here.

"Gotcha, gotcha. In that case, I'll give you some easy-to-understand advice as a more experienced adventurer

.
"

"Might I remind you that you don't know very much about this world, either, Kazuma?"

"Urk

.
"

Kazuma makes a face like he was dealt a terrible wound.
According to

o him, this is a stereotypical fantasy world of
magic. Appar
ently
, that'
s really the only way y
ou need to think about
it. Elves have long ears
, dwarves are shor
t of statur
e, and there ar
e an-
imal people with cat ears.
There'
s a D
emon King, regular demons
, and,
occasionally
, a blockheaded goddess who gets dragge
human world.
"Hey
, that was one snippet of info too man
y!"

Aqua puffs out her
cheeks in anger
, but you ar
e fully convinced.
"

With most things her
e, your first impression after hearing about
something is probably right. Animal people
, and cab-
bages are cabbages. E
ver
yone
,

s just going about their lives here
, being
active, unlike those in our world...
"

Hey
, that was one snippet of info too man
y!

Konosuba TRPG

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K

azuma cuts off your interjection.

"However

, there is a gr

oup of people

that does require a bit of explanation.

"

"Right—the Crimson Magic Clan,

"

adds Aqua.

Crimson what-now?

It happens r

ight after she says those words

.

"Has somebody summoned me?! Hiyaaaaa

A girl carr

ying a signboard that says

THIS IS THE ADVENTURERS GUILD makes

a gallant entrance.

The Crimson Magic Clan

"My name is Megumin! First among the spe

Magic Clan, and an Arch-wizard who uses the strongest magic—explosion magic!”

Megumin puffs up her nonexistent chest proudly and clearly

.

“It was time for a lunch break, so I waited for you so that we could eat together! But then you never came! And then I got lonely

— I did not get lonely or anything, but I couldn’t find you instead.

K

azuma, Aqua, who is this?”

“

A new adventurer

.

We

,

are going to get them registered now

.

”
This strange girl appears to be an acquaintance.

So she’s
a member of the Crimson Magic Clan, huh? It makes sense,
given the way she

is dressed.

The robe she wears definitely gives off a
magic-user vibe, and she has a patch over one of her eyes.

Maybe it

is some kind of seal. Doubtless, an immense power would be
unleashed should she remove it.

”

Also, Megumin

her eyepatch is apparently just for aesthetic.

You were wrong. She simply wears it because she wants to.

"Heh-heh-heh...

This eyepatch may be an accessory,

but all those of the Crimson Magic Clan possess high intelligence.

You certainly know where to look.

Megumin seems to have some pretty unique powers. Still, her people are quite eccentric—not the kind you'd

d encounter in
the usual fantasy stuff you know of.
The name *Megumin* is good, too

. I

t

,

s just oozing originality.

Y

ou tr

y to

say as much in a considerate tone

, and Megumin nods with satisfac-

tion, agreeing with y

ou. P

erhaps her odd behavioral quirks are comm

among Crimson Magic Clan members.

W**orld Sect
ion****●** Summary of Important Points ②

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s world i
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ed by Nativ
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hose
reinc
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d here

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T
he Cri
mson Magic C
lan i

s a people with an affinity for spell-casting

-

The Crimson Magic Clan has unique sensitivities

The Adventurers Guild

A particularly large building sits in the center of Axel.

The Adventurers Guild.

It has a pub attached to the primary structure, and a red-haired wait-

ress flashes you a sweet smile. Kazuma and the others guide you line up at the reception counter

.

"Oh.

Y

ou do have money
, right?"

inquires Kazuma suddenly.

"

The registration fee is 1,000 eris.

When Aqua and I first got here, we didn't have a
coin on us. It was miserable...

"

"I'

m surprised you two were able to register at all

,

"

Megumin remarks.

"I handled it just fine. I skillfully and swiftly
needed,
"

states Aqua, giving a sniff of pride.
She doesn't appear to be completely lying. Kazuma's clouded expression speaks volumes, however

.
Fortunately, you do have money on hand: a mere 3,000 e
had to claw and scrape your way to obtain.

"Hello. Registering a new adventurer?"
The lady at reception gives you a warm smile. Her chest is a little on the large side. Something you feel Aqua and Megumin lack.

“

...Y

ou’

re being r

eferred by Mr

. K

azuma Satou?”

the receptionist asks

with some consternation.

Y

ou ner

vously nod and sa

y yes.

“I see. Come

right this way

.

”

Still, she

,

s a professional

. Her smile is impenetrable, and not a hint of

emotion breaks through as she leads

you through the adventure-
registration process.

You
do, however
, hear her mumble,
"

Well, no
w I'
m worried...
"

What did these strange people even do?
You

turn around and see Kazuma, Aqua, and Megumin all conspicuously avert their eyes.

Once you
've completed your application, the r

ceptionist takes

out a card. It

,

s about the size of a driver

,

s license. Apparently

, it

,

s an

Konosuba TRPG

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adventurer'

s identification card.

"If you touch this card, it will measure your stats.

"

"By the way

, I set a new record with my stats.

The Adventurers Guild

had never seen them so high!"

boasts Aqua, sticking out her chest.

W

ell, she is a goddess, so

...

"Higher stats mean more freedom when choosing you

'r

e lucky, you may be able to

o acquire an advanced class right away!"

Stats—a numerical representation of your

Other concepts, such as levels and experience in this world as well.

You gain experience points from defeating enemies and rise in level once you have enough. Leveling increases your stats in turn and gives you the opportunity to learn skills and such.

"More accurately, you absorb the power that all living beings have, and that power is what accumulates as experience points,"

explains the receptionist.

You find that interesting.

"Many adventures

enturers fight monsters for
work, but that isn't an adv
enturer
,

s only job.

The Guild always has plenty
of diverse quests available, so please f
eel free to try all manner of jobs.
"

The receptionist beams
, and you are absolutely moved
. F

or the first

time since coming to this world, you f
eel like you'

re actually playing a real

tutorial. It feels like the long, difficult prolog

. After

suffering through that perilous den of mon
tossed you into

, you

've reached a point of stability at last.

"I already apologized for that!"

So this is what becoming an adventurer is. The excitement fills

you.

Y

ou've taken your first steps in this new world.

Quests

The quest board hangs a short distance from the wall.

. Simple

ple requests penned on paper are stuck all over it. Some adventurers are

reading over the available

available jobs, while others are peeling off the ones they like and are bringing them up to receive.

In front of the quest board stands a female with long blond hair and prominent white armor, a serious look on her face.

When she sees you—well

, when she sees K

azuma and the others—
she waves a hand at them.

“K

azuma, I found a good quest! Should we
go on this one tomorrow?”

“

What do we have here?
e?

‘Slay Giant

T

oads. Giant

T

oads k

keep showing

up in the fields and making trouble for us. I

y them...

,

We

‘r

e not

W

orld Sect ion

doing that!

The reward is wa

y too low! Put it back this instant!"

"But why?! I would still like to be swallowed

y one of them! Is

that not reward enough?!"

the blond girl asser

ts

.

"

Then go do it yourself!"

This young woman seems to be one of Kaz

,

s par

ty members. Ev-

idently

, she, too

, is an...unfor

tunate sort of person. As you look at her

with that thought in mind, Megumin tells y

.

"She

,

s Dark

ness

, our Crusader

.

"

"Oh... F

orgive m

y rudeness. Is this an acquaintance of yours

Y

ou nod to her in greeting.

The blond k

night immediately straight

ens

up.

When she stands lik

e that, she looks like nothing but a normal

After seeing your clothing, Darkness narrow

y plain.

"Y

our outfit has been through a lot...

Y

ou must have had a very rough
time getting here.

"

W

ell, there were all those monst
ers that surrounded you and beat you
to a pulp.

When you explain that, Darkness'
s expression lights up.

"

What?!

Y

ou...you wer
e pounded into the dir
t?! By monsters?!"

As her eyes glitter
, you glance at K
azuma.

The look on his face tells you

to infer the meaning behind her reaction for yourself

.

Thus, you do

.

Luna, the Receptionist

A standout beauty of a receptionist, even among the others in Axel's Adventurers Guild.

In this game, she's

generally treated as an NPC.

She mediates quests, interfacing in various ways with the player characters.

● Adventurer

Both the name of a class and the general term for anyone who makes a living from adventuring.

-

ing.

The guild employees are not considered adventurers.

● Adventurers Guild

The organization mediating all adventurer work. Every

town and city has one. They issue

Adventurer's Cards, commission quests, buy the remains of monsters, and provide food and drink services.

In general, the player characters—all adventurers—will receive each of these services from one of the receptionists.

For all intents and purposes, the guild in Axel also provides support for fledgling adventurers

-

turers—will receive each of these services from one of the receptionists.

● Axel's Adventurers Guild

For all int

ents and purposes, the guild in Axel

also provides support for fledgling adventur

-
ers. F
or example, they manage the numbers of
weaker monsters in the vicinity so that they
,
re
not all wiped out.

Adv entur ers and the Adventurers Guild

Konosuba TRPG

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"I'

m—I'

m terribly sorr

y

...

Y

ou must ha

ve been through...so

, so

much...hardship

.

"

Dark

ness fidgets

, unable to hide her interest.

● Summary of Important Points ③

•

The first step t

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he Demon K

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s to r
egister as a
n adventu
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- Ac

cumu
late experienc
e points to le
vel up

- Fulfi

ll quests to ga
in experience poin
ts

W

orld Sect ion

●What Is the Axel Town?

The home for player characters in this game. Because it stands farthest from the Demon King's

castle in the kingdom of Belzerg, the monsters nearby are weak, making it a perfect town for

or fledgling adventurers to train in. Public safety here is good enough that children can run around outside.

●Axel's Facilities

•Adventurers Guild

A facility located in the center of Axel. Also contains a restaurant and pub.

The adventurers—the player characters in this game—generally receive quests from here before leaving to complete them.

•Center District

Surrounding the Adventurers Guild is a group of other facilities central to Axel, such as the police station, court, and prison.

•Gates

Entrances to the town. Mercenaries keep watch nearby.

•Front Gates

The biggest gates in town. The path leading through runs directly to the Adventurers Guild in the center of town.

•Walls

The outer walls surrounding the town.

•Main Street (Inn Street)

The primary thoroughfare from the front gates to the Adventurers Guild

. Shops line it on either side.

Many of them are multistory inns. Adventurers who have no homes in town stay in these as well

.

•Stables

The stables for the horses. P

eople can purchase

lodging here, too

. Because it

,

s inexpensive, those

who don

't have the cash will stay the night in a

stable.

•Public Cemetery

A cemetery for honoring Axel'

s citizens who have

passed on.

•River

A river that flows through the center of Axel

. Not

only is it a source of water for everyday life

, but it

,

s

also a cargo route f

or smaller ships.

A

xel, the Star

ter T

own

Gates

Adventurers

Guild

Adventurers

Guild

Front Gates

Stables

River

Gates

Main Street (Inn Street)

Main Street (Inn Street)

Gates

Gates

Walls

Walls

Gates

Gates

Public Cemetary

Gates

Gates

Center District

Center District

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In This Wonderful World

You have lunch with Kazuma and the others at the pub before parting ways.

You know they should have quite a bit more saved up than you, but they didn't pay for your meal. They leave for their afternoon part-time jobs while you remain in the pub, looking idly at the ceiling. The holy sword bestowed upon you by

the goddess Aqua is giving off a faint light
om its resting spot on the
table.

On a whim, you take out your Adventur
er
,

s Card.

It lists your name, class, and level on it.

Though you'

re still just starting

out, this card will serve as a record for all y
our experiences during your
adventures to come

.

"E-excuse me, but...

"

While you
,

re grinning at the card

, a girl hesitantly calls to you.

Naturally

, you

've never met her before. Judging by her equipment, she must be a Priest.

"

Would you like to form a party together?"

Y

ou're surprised, yet you agree immediately

.

Then you make sure to mention that you might hold her back because

you're new to this.

"Oh, I'm a beginner, too, so

...

Thank you!"

Y

ou nod in appreciative response.

She smiles.

This is how your adventure began.

Y

our party

of fledgling adventurers is every bit as unique as Kazuma's

s

friends—noisy and unfortunate in some ways.

Well, your travels

will be lively and enjoyable.

W

elcome to this wonderful

world, adventurer!

W

orld Sect

ion

Gender: Female

Age: Unknown

The goddess in charge of modern Japan. She used to send dead Japanese people to this world in order to defeat its Demon King, but she was forced by Kazuma into transferring into the world itself

. Her class
is Arch-priest. She'
s incredibly beautiful, but her personality is a rather
large fly in the ointment. She may come to use her healing magic on
wounded players.

"I *am* a goddess!"

Gender: Male

Age: 16

The original work's pr
otagonist. A Reincarnated Person from modern
Japan. W
ith his low stats, he didn
't get a choice of class, instead start-
ing as Adventurer
. P
eople (mostly women) don
't think highly of him.
But he'
s generally a good person and also has a sharp wit. He may
appear to give useful advice to troubled pla
yers.

"Luck'

s always been the only thing
I've ever had on m
y side!"

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"I'll be fine!"

Gender: Female

Age: Forever 20

A beauty with long, wavy brown hair and brown eyes

. She current-

ly manages a magic-item shop in Axel

T

own, but she used to be an

Arch-wizard of incr

edible skill k

nown as the Ice

Witch.

With her person-

ality, she will actively listen whenever a play

er is in need.

Gender: Female

Age: 18

A beauty with blond hair and blue eyes. Her class is Crusader

. She has

high defense, but her swor

d skills are a disaster, and almost none of

her blows find their target. Also a massive masochist. F

or some reason,

she'

s well-informed about matters of nobility

. She takes things seri-

ously and will never overlook someone in need, so if you consult her

about a problem you

're ha

ving, she will be very friendly to you.

"Being a wall is what I'

m absolutely best at.

"

Gender: Female

Age: 13

A girl from the Crimson Magic Clan. Her class is Arch-wizard

. She loves

explosion magic from the bottom of her heart and never learned any other spells. Her behavior is truly cringeworthy, but she also knows quite a lot, so she may lend her knowledge to the players if they lack it.

"I am first among the spell-casters of the Crimson Magic Clan!"

Konosuba: God's Blessing on This Wonderful World! TRPG Game Master Section

GMs

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In o

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words, this

chap

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Don't l
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Thi
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Before P

ar

icipating as a GM

This chapter includes techniques meant to
sions, as well as all the data and inf
ormation they will need to use.

■THE GM'S ROLE

The GM prepar
es the stage for the adventure on which th
ers'

av-

atars—the PCs—will act.

The GM presents them with dangerous situ
tions and guides them to a suitable ending
, while the

other players hav

e a passive role in the game, being the GM
es you

to take the initiative at all stages of the sess
ticipate.

Outside gameplay

, you

'll also need to construct scenarios for the next session. (

This will, of course

, mean creating data for all the NPCs and enemies who will appear.)

It may seem like

a lot of work, but that effort

is rewarded tenfold

when

the game goes well. Remember that the GM

't only exist to serve

the other players.

T

he GM and other players are equal in that they

want to have fun playing.

ying.

The GM is the host player

. In other words,

a

player who helps the others have a great time. Don't forget that the GM is one of the participants who should be enjoying the session.

■ THE TRICK TO BEING A GM

The GM's role is to lead the session and make decisions. They must prepare the session before it even begins, deciding on the scenario, the story, the characters who will appear, and the stats of all the enemies. They decide which rules to use throughout the session, and judge the actions of the player characters.

When a session ends, the GM decides on experience points to be distributed up to date on how the player characters are growing.

The right to direct the game and make judgments is the GM's.

There is a single trick to carrying all this out without mistakes: have confidence. Obviously, there will be times when even the most experienced GM might be confused. They might even make mistakes. In your tenure as a GM, you will feel uneasy about one of your decisions at some point.

Game Master Section

Never fear
 , however! According to the written rules, the GM's decisions
 are always the correct ones.

The Information a GM Manages

The GM will manage two sets of information in *TRPG*. The first is NPCs, and the second is traits.

■NPCs

NPCs refer to non-player characters—any character created by the GM.

●TYPES OF NPCs

NPCs can be set up in one of three ways: as



GUESTS

Guests are NPCs who either serve as enemies in combat. Generally, they will have roughly the same type of information as player characters.

▼MOBS

Mobs are 2 to 10 characters treated as a single enemy. If you need a swarm of monsters or a brigade of soldiers, they are similar.

.T

their information is simpler than that of player characters.

▼EXTRAS

Extras are NPCs who have no data like abilities or equipment. They are who won't participate in combat.

't par

ticipate in combat will generally be an extra. For example, a fellow running the store.

ore to the receptionists at the Adventurers Guild.

Extras are dealt with verbally by the GM and don't have combat data.

. If a player

states that they

,

are going to kill an extra, then that extra dies without going into combat.

If a player states that they want to hold back and knock out

an extra, the GM can allow it.

the extra instead, then that's what will happen.

■ ENEMIES

Enemies are the specific NPCs who fight against you. Enemies are called solo enemies, and groups of them are called mob enemies. For

more details, see page 270.

■ TRAPS

While things like treasure chests and doors are considered **objects**, the

traps laid out in dungeons and the like are traps. For

more details, see page 286.

This section will also explain how to handle

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threat. Both of them are used when determining whether someone notices a trap. However, each is used in a different situation, and they're processed quite differently.

● DETECTING TRAPS

T
r

Trap detection is an action that PCs initiate to activate on detectable traps.

When performing trap detection, the player must interact with the trap (like a treasure chest, from the previous example), after which they must **engage** the target directly. Because of this, trap detection on entire rooms

, or vague targets like all the walls in a structure. If any character who does not have Trap Detection Skill fails a trap detection check, the trap will trigger, so caution is advised.

● **SENSING THREATS**

Sense threat is a check that a PC might pass for traps—ones that can be sensed rather than actively searched for. PCs cannot actively search for these types of traps.

They can't, for example, examine every inch of the floor while exploring a dungeon. However, in places where key points are suspicious, the PCs—who are adventurers—would likely notice something is off. Sense threat checks are for simulating this type of situation. That's

s why
a player can
't use sense threat of their own volition. Instead, when a player comes into contact with a trap that can be perceived, they must perform a sense threat check.
In addition, if a player fails a Trap Disarm check, the trap will trigger no matter what, so caution is advised.
Sense threat checks are also used to perceive various other kinds of hazards, such as an unnatural air about something approaching. If such a situation occurs, the GM may require a sense threat check for it.

How to Make a Scenario

A scenario is essential to play *Konosuba TRPG*. This section will explain exactly how to go about making one.

■ GENERAL ADVENTURE SCENARIOS

The basic scenario setup in *Konosuba* TRPG

.

- In the Opening Phase, PCs take on the role of a quest

Game Master Section

- In the Middle Phase, they go to the quest location
- In the Climax Phase, they defeat the enemy the target of the quest, or they resolve any obstacles barring them from acquiring the item needed for the quest
- The Ending Phase depicts the end of the adventure. In general, the two things a GM needs to tell the player characters to undertake and enemies to defeat (including a boss) for them to defeat for that quest.

■ QUESTS

A **quest** is an appeal made of the player-characters to slay enemies, collect items, etc. By completing a quest, the PCs will earn rewards (in coins).

The basic goal of the session is for the PCs to complete this job and receive their reward.

ewards.

Quests come about when people are troubled by something and want the Adventurers Guild to help them.

The Adventurers Guild itself sometimes puts out quests as well.

● **QUEST DATA**

Pages 267

to 269 describe example quests.

Y

ou may use them as is for your session or use them as a reference to create your own.

● **DESIGNING QUEST REWARDS**

When creating your own quest, the rewards should be given special consideration.

W

e recommend that the reward be enough

o afford
d pay-
ing the fees f
or a simple Lifestyle.
The recommended f
or
mula for calculating r
e
wards is:

**[A
verage Char
ac
ter Level of all PCs
Who Participated × 10] KE**

This formula is based on a quest wher
e the items pick
ed up in the
dungeon and items dropped by enemies
are all a bonus that the PCs can
keep, minus whatever they need to make t
The formula is purely f
or reference

.

The GM should feel free to set the reward to what ever seems suitable for the mood of the session. And if there won't be any enemies or items to pick up during

quest, we recommend making the quest
,

s reward higher

.

● MIDDLE PHASE ABRIDGMENT

If nothing in par

ticular will happen until reaching the quest

may also abridge the Middle Phase of the s

In other words, you can pla

y a scenario that doesn

't have a Middle

Phase at all.

■ CHANGES IN SCENARIOS

When creating a scenario, some GMs ma

y find sessions that only involv

e

completing a quest to be lacking.

If you decide to make a scenario with more

as having the story change par

t

way through the quest, y

ou can cause
other events to occur at the quest location
. This cr
eates an-
other
, separate quest par
tway through the Middle Phase.
However
, when putting together developments like
make sure to say as much in the preview

.
Y
ou can, however
, leave it as a
simple implication, something to give the p
yers a hint, instead of spell-
ing out exactly what will happen.

■ **CREATING HIGH-LEVEL PLAYER CHA**

This section introduces how to go about cr
eating player characters who
are above CL 1.

The GM should refer to this section when p

eate

advanced-class characters, like Megumin or Darkness from the original novels. However

ever

, this method is purely a suggestion.

The GM may use

some other method if they wish. Ultimately

, the GM has the final say.

▼DECIDING ON EXPERIENCE POINTS

Players need experience points to put together their higher-level characters.

T

o do this, the GM needs to designate a maximum amount of experience points they can use.

The players will confirm how many experience points they have, and then each will use points to strengthen their character

.

When making characters who will only last for a single session, you can also give the players experience points as a gift and let them let their characters grow on their own.

▼ITEMS AND MONEY

High-level PCs will likely be adventurers who have completed many quests.

They will usually possess a greater variety of items and more money on hand than freshly created PCs. Use the formula below

Game Master Section

to determine how much money in total the players have, then let the players use that money to purchase items.

T
otal Money on Hand = CL (Character Level) $\times$ CL $\times$ 300

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This section lists all the information required for quests—the jobs given to adventurers (player characters) by the Adventurers Guild.

●NAME

The quest's name.

●TYPE

The broad category of the quest, such as *escort*.

●LIMIT

This is the quest's deadline, starting from when the quest was accepted. Generally, time doesn't pass during Scenes, but for things like traveling and resting in towns, the GM may decide that an amount of time has passed and that the quest's deadline is drawing nearer.

●REWARDS

The rewards earned upon quest completion reward is split among all PCs

Typically, rewards are set with the assumption that there are 5 PCs

●REQUIREMENTS

The conditions for undertaking a quest. Unless it says otherwise, a party can accept a quest so long as at least one member

●DETAILS

The details of the quest.

●CLEAR CONDITIONS

The conditions to clear the quest.

●QUEST EFFECTS

Special rules that come into play upon taking quest effects, this section may be omitted

Game Master Section

Ty

p

e:

Eliminate

Limit: 3 days

Re

war

d: 20 KE

Re

quireme

nts:

None

De

tails

: “Y’see, zombies have been wandering
around ever

y night i

n the public cemeter

y on top

of

the hil

I just outside to

wn

...

”

You a

re taske

d with get

ting rid of

a Zombie

Maker—a

kind of

e

vil spirit

that contr

ols sev

eral

zombi

es by plan

ting

ser

vile spirits in fresh corpses.

Clear Conditions: During the Middle Phase, go to the public cemetery late at night, then defeat 1

Zombie Maker (page 281)

and 1d6–1 (minimum of 1)

) Zombies (page 278)

.
Ty
p
e:
Other

Limit: 1 day

Re
war

d: 50 KE

Re
quirements:

Strong constitution or high resistance to magic

De
tails

: “I’m looking for a practice partner to test a newly developed magic. I’m sure

re I've made it more

p

ow

er

f

ul

"

.

You will h

ave

to be

hit wi

th my new

ly de

velop

ed

str

onges

t f

ire and ice spell and tell me your

impressions.

Clear Conditions: Take 3d6+50 fire/ice magic

damage without

being kno

cked out

.

Ques

t Ef

f

ec

ts: The GM may have a PC learn one

Ty

p

e:

Eliminate

Limit: 3 days

Re

war

d: 100 KE

Re

quireme

nts:

None

De

tails

: "There's not really much to fear from this quest.

It's a simple job:

just get rid o

f s

ome goblin

s."

You a

re taske

d with slaying the group of

gobli

ns

that were

sig

ht

ed in

the forest nex

t to the m

ai

n

town ro

ad. If

y

ou can

fell their lea

der, the re

st

will be

eas

y as p

ie.

Clear Conditions: During the Middle Phase, head

to the

nearby

wo

ods and slay 1 Goblin Leader

(page 281

) a

nd 5 Goblins (page 276

) bef

ore the

Climax Phase

ends.

Ques

t Ef

f

ec

ts: The cemetery is dark (page 238) at night

.

at

tack

spell f

rom

the Arch

-w

iz

ard skill list,

taught

by th

e quest-giv

er.

If

they do,

the PC may decide

on their own name f

or the sk

il

I and write it dow

n

as such. Ever

y

thing el

se about

the skill remai

ns the

sam

e.

Ques

t Ef

f

ec

ts: If a PC fumbles a check during the Middle Pha

se, one

Newbie K

ill

er (page 284
) appears
in the Scene.

Slay the Undead Cropping U p in the Public Cemetery W

**anted: Practice Partner for Magic
iments
Goblin Extermination**

Konosuba TRPG

268

Ty

p

e:

Eliminate

Limit: 3 days

Reward

: 100 KE

Requireme

nts: None

Det

ails: "Seems like the Giant Toads have entered their mating season."

You are tasked

with slaying

the Giant Toads

that have

been

appearing

in human villages

and stealing food

so

that they

have the stamina

needed

to

lay their

eggs.

Clear Conditions: Before the end of the Climax

Phase,

fight

the Giant

Toad

s (page 280

) and

kill

at

le
ast
5.
Ty
p
e:
Emergency

Limit: 1 day

Reward

: 10 KE for each drop item

Requireme

nts: All members must participate

Det

ails: "This year's cabbage-gathering

seas

on has com

e! T

hey

're so

f

t

and rich w

ith

sweetness—ver

y wel

l-f

lavo

red thi

s year

,

appar

entl

y."

You must c

aptur

e as

many of

th

e cab

bage

s

f

lying into

tow
n as y
ou can.

Clear Conditions: Obtain at least 1 cabbage as a
drop item f
rom Lesser
Cabbages (page 276)

Quest Effects: Players can fight 1d6×5 Lesser
Cabbages once during the Middle P
hase. The
GM

**Ty
p
e:**

Eliminate

Limit: 3 days

Reward

: 200 KE

Requireme

nts: None

Det

ails: "Lately, Giant Bats have been coming
out ever

y
nig
ht. The
y'
ve already cause
d serious
har
m."

You are taske
d with lo
cating the
nest o
f the

Giant Bats that have b
een at
tacking people
and
livesto

ck,
then put an
end to them.

Clear Conditions: Locate the cave where the
Giant Bats (page 278

) I
ive, then def
eat all t
he
Giant Bats living i
n there (# of
PCs + 1
d
6)

Quest Effects: When combat starts, players

can choos
e whe
ther or not
to f
ight the Giant
T
oads. If they choose to f
ight, the GM
may ha
ve
addi
tional 1
d6
—
1 (minim
um 1
)
Giant
Toad
s en
ter
combat at
the beginni
ng of
each round.
can also have 1
d6 e
xtr

a Let
tues pr
esent (which
use the same dat
a as Lesser Cabbages but only

drop let
tuce)

.
Quest Effects: The nest is dark (page 238). In
addition, f
or the duration of
the quest, player
s
will ne
ed
to de
f
eat
[# of
PCs
– 2] (minimum 2)
Giant Bat
s that
appear e
ver
y night.

Slay the Giant T oads

Gather the Cabbages Flying into T own

Securing the L ivestock and Eliminating the Giant

Game Master Section

Ty

p

e:

Other

Limit: 1 day

Reward

: 300 KE

Requireme

nts: A Priest who knows purification

magic

Det

ails: "The water quality of the lake, one of the town's water sources

, has worsened,

and

Bru

tal A

lligator

s ap

pe

ar t

o have

move

d in."

You

must purif

y

the lake w

ater

. If

you can do

that, the mons

ters should move elsewhere,

so

you won't nee

d to kill t

hem.

Clear Conditions: Enter the lake and, with the lake's water as a target

, use Purification 10 times.
Type:
Prerequisite:
Eliminate

Limit: 3 days

Reward

: 400 KE

Requirements:

A Priest

Details:

Quest Description: "I'd rather you not talk about this to anyone, but one of the Undead Knights in a recently sighted group of them is familiar to me."

You are requested to slay a (late) acquaintance of the quest-giver who has become an Undead Knight, then dispose of the remains in secret.

Clear Conditions: Defeat an Undead Knight

(page 279
) , then col
lec
t proof
that it was the
acquain
tance (see
below).

Ty

p

e:

Eliminate

Limit: 1 week

Reward

: 500 KE

Requireme

nts: None

Det

ails: "It seems a Manticore and a Griffin have
taken up residenc
y in a deep p
art
of
the nearby
forest at the same ti
me."

The t
wo beas
ts are warring f
or territor
y, and
they
will
become
ver
y dangerous i
f lef
t alone, so

you must
elim
inate them b
oth.

Clear Conditions: During the Middle Phase, f
ight and slay 1
Manticore (
page 284
) and 1

Grif
f
in (page 285)
at the same time.

Quest Effects: After 1d6 rounds, 2d6 Brutal
Alligators (page 278
) wil
l enter to f
ight. In
addition, the lake is con
sidered to be a Pool
(page 289). U
pon clearing the conditions for
the
que
st

,
the
Bru
tal
Allig
ato
rs
wi
ll ex
it

.
Quest Effects: During the quest, when the PCs
def
eat
an Undead Knight, i
f it
's the
Middle Phase
and they roll at least a 7 on a
loot roll, or if
it's

the Climax Phase and they
roll at least a 5, then
instead of
the normal drop, a sing
le Proof
of
Acquain
tanc
eship
(wei
ght 1
) will dr
op.

Quest Effects: Right before each of either
monster
's attack
s, r
oll
1
d6. If
the result is an odd
num
ber, that att
ack target
s a PC. If the result is
an even n
umber, that attack
target
s something
other than a PC.
If the monst
er is una
ble to
at
tack the chosen targe
t, then the GM chooses a
target
that it can at
tack instead.

Purif y the Lak

e'

s W

ater

Undead Knight Memor

ial Service

Slay the Manticore and GriffIn

Konosuba TRPG

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Enemies and Enemy Skills

Enemy is a catchall term for any characters hostile to the players. In *Ko-*

nosuba TRPG, this includes the monsters in areas outside the town, as well as vegetables cultivated in fields. Enemies

may also be demons or demi-humans who are 'evil'.

Some enemies are for special purposes.

This section will explain all about enemies.

■ ENEMY TYPES

Enemies are NPCs.

Thus, they are also classified into three groups as described on page 261: guests, mobs, and extras.

Guests who are enemies are called solo enemies. Extras who are enemies are called

ely for r
ole-play and
need no data backing them up.

■ **ENEMY LIST**

Solo enemies have nearly all the same info

,
while mob enemies are more simplified
. Solo enemies are listed on pag-
es 280–285, while mob enemies are listed o
or ho
w to
read the enemy listings
, see page 271.

● **MOB ENEMIES**

Mob enemies don
't have ability scores

.
When they need to make checks,
simply use the value listed in the Check sec
The number bef
ore the
slash ("/") is for their own basic-check or ac

-check ac
tions, and the
one after it is for when they make reactions
2d6 to this number to find their total check
e.

- Aside from skills, items
, and cheats, mob enemies cannot perform
protection (page 232)
- Mob enemies do not have a max MP value
ill
that requires a cost, tr
eat that cost as 0.

Game Master Section

This page explains how to read the enemy listings

Any

"_"

in a section means that section is meaningless, and for those that say *See Effect*, the section is explained in full in the Description section of the listing.

● Describing Dice Rolls

Certain checks and damage rolls in the enemy listings will read 2d6+1 or the like.

This means to

roll two six-sided dice and then add 1 to the total.

● Reading the Lists

This section explains how to read the enemy listings.

▼ Name

The enemy's name

▼ Type

The enemy's type.

▼ Element

The enemy's element.

▼ Level

The enemy's level,

which is a guidepost for their

strength. Also called EL. If a skill, etc. refers to CL,

refer to the EL instead

▼ ID Score

The difficulty level of enemy-identification checks (page 237) against the enemy

▼ Check

Only listed for mob enemies.

The value before

the slash ("/") is the check value for major action

checks, while the value after it is the check value

for reaction checks.

▼ Ability score

Only listed for solo enemies.

The value before the

slash ("/") is the enemy's base ability score
, and
the value after it is the enemy's ability score
. Their
meaning and roles are the same as that of player
characters.

▼ **Attack**

Attacks the enemy may perform. When there are
multiple attack methods, the entry will contain up
to two of them.
In the case of weapon attacks, it will read *Weapon
Used for Attack (Weapon Type / Equip Slot)* and
*Hit Check / Damage / Attack Method and Damage
Type / Range*. If it's a skill-based attack, it will read
*Skill Name and Level Used for Attack and Hit Check /
Damage / Attack Method and Damage Type / Range*.
Sometimes, things that aren't weapons are listed
as weapons used for the attack, such as claws or
fangs, but these are treated the same way as bare-
handed attacks (page 184).
In addition, weapon names are used to indicate
things like the form or shape of the weapon
equipped, and they don't necessarily match up
with the weapons that player characters use in
terms of numbers.

▼ **Dodge**

The enemy's dodge check.

▼ **Defense**

The enemy's defense.
The value before the slash

is the enemy's Physical Defense, and the value

after it is their Magic Defense.

Physical Defense, and the value
after it is their Magic Defense.

▼ **HP**

The enemy's maximum HP

▼ **MP**

The enemy's maximum MP

▼ **Action**

The enemy's Action Points.

▼ **Move**

The enemy's movement. If it reads

"—,"
"

it cannot move.

▼ **Enemy skills**

Skills the enemy possesses. It will list the skill

name and level, while including a page reference for the effect.

▼ **Description**

A description of the enemy's biology, external features, habitat, combat methods, etc.

▼ **Loot**

Items that can be gained by defeating the enemy

. See the Rolling to Determine Loot section on

page 238.

How

t

o Rea

d

t

he Enemy

Lis

t

s

Konosuba TRPG

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Area Prom

otio

n

Timing: Move action

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: No limit

Ef

fec

t: Upon acquisition of this skill, choose either close

-

combat (close-

combat at

t

ack

s),

ranged (ranged at

tack

s), magic (

magic at

tack

s),

or sp

eci

al (spec

ial at

t

ack

s). Wri

te this
skill down
n
as *Area Promotion: Close-Combat* or the like.
T
reat
it separately
from other
Are
a Promotion
skills. Change the target of
all attacks
of
the
chosen target
you perform
to Are
a (S
Lx
2
target
s). This effect
lasts until the end of your
Main Phase
OC
es
s.
The skill to attack multiple targets
simultaneously, such as by extending the scope
of

destr
uc
tive magic.

Amphibious

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Ef

fec

t: You can perform swimming movement

(page 238) without tak

ing any penalty to y

our

Movement.

A sk

ill th

at

e

xpr

e

ss

es

yo

ur ab

ilit

y to

handle

bot

h land and wate

r due to

being an

amphibi

ous c

re
atur
e,
hav
ing s
ome
spe
ci
al
magic appl
ied to
you, or simply being skilled at
sw
imming.

Appl

y

Debuf

f

Timing: Minor action

Check

: Auto success

Target: Self

Range: — **Cost:** —

Max

SL: 1

Ef

fec

t: Upon acquisition of this skill, choose

one debuf

f and e

f

f

e

c

tiveness lev
el if i
t needs
one. Write it down as *Apply Debuff: Poison (2)*

or the like. Treat it
separat
ely
fr
om other App
ly
Debuf
f sk
ills. If you deal at least 1
point of

damage with one of
your at
t
ack
s during your
current Main P
roce
ss, apply
the chosen debuf
f
to the target
. Place the ef
f
ec
tiveness level in
par
enth
es
es “(
)”.
The skill to make att
ack
s that apply debuf
fs
.

En

em

y

s

k

ill

s

This section introduces enemy skills. These

include the techniques and spells that

enemies possess, as well as their inborn,

natural abilities. Read these listings in the

same way

ay as the
skill listings
. See p
ages

122

—

125
for informa
tion. If a skill ef
f
ec
t or

another par
t o
f a listing re
fer
s to
the enemy

level, it is
abbrev
iated as EL

Game Master Section

Dark

sig

ht

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Ef

fe

ct: Ignore the effects of darkness.

The sk

ill

to ac

t in places wi

thout light us

ing

power

f

ul vision or some special sense.

Br

eat

h

Timing: Major action

Check

: See Effect

Target:

Are

a (Choos

e)

Range: 20m

Cost: —

Max

SL: 1

Ef

fe

ct: Upon acquisition of this skill, choose one element. Write this skill

l down as *Breath:*

Fire or the like. Treat it separately from other

Breath skills. Perf

orm a special attack

agai

nst

the targe

t or target

s. Use Dex

terit

y f

or your

hit check.

The at

tack deals $2d6 + (EL \times 2)$ magic

damage of the chos

en element.

Crit

ical: Add dice

The sk

il

l to breathe ou

t elemental power.

Conc

entr

a

tion

Timing: Move action

Check

: Auto success

Target: Single

Range: – **Cost:** –

Max

SL: No limit

Ef

fact: Upon acquisition of this skill, choose either close

-combat (close

-combat

att

acks),

ranged (ranged at

tack

s)

, magic (m

agic att

ack

s)

,

or sp

ecial (spe

cial at

ta

ck

s)

. Wri

te this sk

ill down

as *Concentration: Close-Combat*

or the like.

T

reat it sep

arately f
rom other Concentr
ation
skills. Add (S
L)d6 to the damage of
att
acks
you
perform th
at
ar
e th
e s
pecified
type. Thi
s effec
t
lasts until the end of y
our Main
Process.
The skill to f
ocus on attack
to raise your power.

Attack

M

a

g

i

c

Spell

Timing: Major action

Check

: Magic check

Target: Single

Range: 20m

Cost: —

Max

SL: 1

Ef

fe

ct: Upon acquisition of this skill, choose one element. Write this skill

l down as *Attack*

Magic: Fire or the like. Treat it separately from other At

tack

Magic skills. Perf

orm a magic

att

ack against the targe

t. The at

tack

deals

2d6+

1

0 magic damage of the chosen element.

Crit

ical: Add dice

The sk

il

l to use at

tack

magic.

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274

Re

si

s

t

anc

e

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Ef

fec

t: Upon acquisition of this skill, choose

one debuf

f. Write

th

is skill down as *Resistance:*

Poison or the like. Treat it separately from other

Resist

ance skil

ls. The chos

en debuf

f cannot

be applie

d to you.

Y
ou can learn this sk
il
l up to
thre
e tim
es.
A skill that expr
esses your s
trength agai
nst
poison or r
esistance against spe
cific

disadvantage
ous situations.

Dr

ai

n Touch

Timing: Major action

Check

: See Effect

Target: Single

Range: Close

Cost: —

Max

SL: 1

Ef

fec

t: Perform a close-combat attack

against

the

target

get

. If

it hits, instead of making a damage roll, lower the target's

HP by any amount

less than or equal to EL2, the number rest

ore HP

. Rest

store an amount of

your own HP equal to

half of

that the target lost

, rounding down.

The skill to absorb a target's

HP if

the force via touch.

Flick

Light

Ab

ilit

y

Timing: Passive

Check

: –

Target: Self

Range: – **Cost:** –

Max

SL: 1

Ef

fec

t: You are considered to be in a flying
sta

te. When you enter a Scene, you m

ust

choose w

hether or not this skill's ef

fe

ct should

be applied. You can apply or disengage this

skill's ef

fe

ct

s by using a mi

nor ac

tion.

A skill that expresses an enemy's abi

lity to

f

ly in the sk

y, usi

ng wings, magic,

or another

metho

d.

Double A

C

tion

Timing: See Effect

Check

: Auto success

Target: Self

Range: – **Cost:** –

Max

SL: 1

Ef

fec

t: You can use this skill only when every

charact

er in the Scene is spent.

Y

ou be

come

ready. T

hi

s may only b

e used once per r

ou

nd.

The skill to take t

wice the ac

tions

of

a

nor

ma

l

pers

on us

ing swif

t mo

vements beyond human
comprehension.

Game Master Section

We

ak

ne

S

S

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: 1

Ef

fec

t: Upon acquisition of this skill, choose one element or weapon t

y

pe. Write this skill

down as

Weakness: Fire, Weakness: Blunt, or the like. T

reat it separately f

rom other Weak

ness

skills. When this enemy receive

s damage from

an attack

using

the chosen weapon t

yp

e or
the chosen element, treat
it as an elemental
weakness (page 231
).
A skill
that expresses a
lack of resistance
against a specific
weapon or element.

Summon

on

Timing: Setup Process

Check

: Auto success **Target:** See Effect

Range: See Effect

Cost: –

Max

SL: No limit

Ef

f

ec

t: Upon acquisition of this skill, choose one
enemy to

typ

e or one enemy. Write this skill down

as *Summon: Plant*, *Summon: Zombie*, or the like.

T

treat it sep

arately f

rom other Summon skill

s.

Call for

th one chosen enemy, or one enemy of

the chosen t

yp

e, that is b

elow y
our EL (CL)
. It
appears in your Engagement in a spent s
tate.
This enemy cannot use any Summon s
kills the
round it appears. You can
use this skill
SL times
per Scene.

T
he
f
t
Ha
z
ar
d

Timing: Passive
Check
:—

Target: Self
Range: — **Cost:** —

Max
SL: No limit
Ef

f

ec

t: Upon acquisition of this skill, choose either your entire loot table or a single piece of

loot

from

your loot

table. If

y

ou chose the

entire table, write

down this skill

as *Theft*

Hazard. If you only chose one piece of loot,

write it down as *Theft Hazard: Power Unit* or

the like and treat it s

eparately

fr

om other

Thef

t

Haz

ar

d sk

ills. If

y

ou are

the t

ar

get

of

Ste

al (page

156

), and the loo

t roll targe

ts any chos

en loot

item,

your HP becomes

0.

A skill that e

xpr
esses a p
ar
t of
you that
is
integral to your e
xistence.

Spec

ial Physic

al R

esis

t

ance

Timing: Passive

Check

: —

Target: Self

Range: — **Cost:** —

Max

SL: No limit

Ef

f

ec

t: Upon acquisition of this skill, choose

one we

apon t

y

pe.

Write

this skill down as

*Special Physical
Resistance:
One-Handed
Sword*

or the like. Treat it separately from other

Special Physical Resistance

skills. When y

ou

would be dealt damage from a w

eapon at

tack

that uses

the cho

sen weap

on t

y

pe,

add $SL \times 4$

to your Physical De

fense

e.

A skill

that expresses your high

physi

cal

resis

tance

against

spe

cific

ic

weap

ons be

cause

of

thick

f

at

,

a vi
sco
us bo
d
y, or
som
ethin
g similar.

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Ghos

t

Ty

p

e:

Undead

Element: –

Lev

el: 1 (Mob)

ID Score: 10

Check

: 4/4

Dodge: 2d6+4

Defense: 10/3

HP: 24

Action: 4

Movement: 12

Att

ack: Corpse Touch (Hand-to-hand/Both)

2d6

+

4 / 2d

6+

6 /

Clos

e-

C

omba

t [Sp

ell

(Darkness)

]

/ Close

Enemy Skills:

Dark

sigh

t, le

vel 1

(page 273

)

Weakness: Light,

level 1

(page 275

)

Resist

ance: Poison, level 1 (page 274

)

Flight

Ab

ilit

y,

lev

el 1 (p

age

27

4)

Description

: An undead being that has lost its

physical body. Weak

to the magic at

tack

s of

Priests.

Loot:

6

-8

Cloth (

50 KE)

9+

Curse

d soul (30 K

E)

L e s s er C ab ba ge

Ty
p
e:
Plant

Element: —
Lev
el: 1 (Mob)

ID Score: 8
Check
: 3/5
Dodge: 2d6+5

Defense: 2/2
HP: 28

Action: 5

Movement: 9

Att

ack: Tackle (Hand-to-hand/Both)

2d6+

5 / 2

d6+6 / C

lose-Com

bat (

Phys

ica

l) /

Close

Enemy Skills:

Thef

t Haz

ard, level 1 (page 275

)

Flight

Ab

ilit

y,

lev

el 1 (page 274

)

Description

: Round vegetables with a green

color. Cru

nchy and delicious. Caution:

no

t

visually discernible from le

ttuce.

Loot:

2–5

Let

tuce (1

KE)

6+

Cabb

age

(50 K

E)

Go

blin

Ty

p

e:

Demi-human

Element: –

Lev

el: 1 (Mob)

ID Score: 10

Check

: 3/4

Dodge: 2d6+4

Defense: 5/3

HP: 28 **Action:** 7

Movement: 7

Att

ack: Dagger (Dagger/One)

2d6+

3 /

2d6+8 / C

lose-Comb

at

(Ph

ysica

l) /

Close

Enemy Skills:

Group

Tactic

s,

level 1

: P

assive:

Whe

n in an
Engagement with other enemies w
ith Group
T
a
ctic
s, add 1
to
your total check
score on
at
tack
s you per
f
orm and add 2 to the damage
the
y de
al.

Description

: A small but vicious race of demi-human.

Loot:

6
-8

Broken s
word (5 KE)
9
-
12

Me
dicinal he
rb (1
0 K
E)
1
3+

Gob
lin claw
(50 K
E)

Enemy

L

is

t

This section contains information for all

enemies.

You can use the enemies here to

obstruct the player characters' adventures

or make them the target of elimination

quests.

For how to read individual enemy listings,

see page 271

Game Master Section

Skel

e

to

n

Ty

p

e

: Undead

Element: –

Lev

el: 2 (Mob)

ID Score: 10

Check

: 4/5

Dodge: 2d6+5

Defense: 4/0

HP: 42

Act

ion: 7

Move: 8

Att

ack: Long Sword (One-handed sword/One)

2d6+

5 / 2

d6+

1

0 / C

lose-

Co

mba

t (P

hysica

l) / C

lose

Enemy Skills:

Dark

sight, level 1

(page 273

)

Special Physical Resistance: Dagger, level 1

(page 275

)

Spe

cial Phy

sic

al Re

sis

tanc

e: Sp

ear, l

eve

l 1

(page 275

)

Spec

ial P

hysi

cal Res

istanc

e: Bow,

level

1

(page 275

)

Description

: Animated bones of those who
once lived.

Loot:

6

-8

Bone f

ragment (

1
0 KE)
9-1
2

Corpse f
ang (3
0 K
E)
1
3+

Dancin
g sk
ull (
1
0
0
KE
)

Fals

e

D

emon

Ty
p
e
: Demi-human

Element: –
Lev
el: 2 (Mob) ID

Score: 11
Check
: 4/3

Dodge: 2d6+3

Defense: 7/3

HP: 35

Action: 8

Movement: 7

Attack

: Long

Spear (S

p

ear

/B

oth

)

3d6+

7 / 3d

6+

1

1

/ Clo

se

-Comb

at

(P

hysica

l) /

Close

Enemy Skills:

Dark

sight, level 1

(page 273

)

Description

: A demi-human race with pointed

ears

and red sk

in. W

ith e

xpe

rience

, the

y can

become low

er-rank demons, but these

ones
have not
reache
d that p
oint, leading to
them
being c
alled *failed demons*

.
Loot:

5–9

Fa
ls
e demon claw (5
0
KE)
1
0+

Sapphire (see page 193
)

B

andi

t

Ty
p
e
: Human

Element: –
Lev
el: 2 (Mob)

ID Score: 7
Check
: 4/3
Dodge: 2d6+3

Defense: 5/4
HP: 38 **Action:** 6

Movement: 10

Att

ack: Short Sword (One-handed sword/One)

2d6+

7 / 2

d6+

1

1 /

Cl

ose-Comba

t (P

hysica

l) /

Close

Enemy Skills: –

Description

: Criminals who form bands and

att

ack tr

avelers f

or

their money. Not man

y

people

want to b

ecome bandit

s, so

in a sense,

they are

r

are

.

Loot:

6

–8

30 KE

9

—
1
2

Valuable

s (1
0
KE
) ×
5
1
3+

Rub

y
(se
e page 193
)

Kobol

d

Ty
p
e
:
Demi-human

Element: —
Lev
el: 2 (Mob) ID

Score: 11
Check
: 4/4
Dodge: 2d6+4
Defense: 6/3
HP: 39

Actio
n: 5

Movement: 8

Att

ack: Short Bow (Bow/Both)

2d6+4 /

2d6+8 /

Ranged

(P

hysica

l) / 2

0m

Enemy Skills:

Dark

sight, level 1

(page 273

)

Description

: A demi-human race resembling

bipedal dogs. Not ov

erly dangerous, but

f

ledgling adventurers may be

surrounded and

def

eated if

not

caref

ul.

Loot:

6

-8

Broken s

word (5 KE

)

9+

Kob

old

f

ang (50

KE

)

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Bru

t

al A

lligator

Ty

p

e

:

Animal

Element: –

Lev

el: 5 (Mob)

ID Score: 11

Check

: 5/4

Dodge: 2d6+4

Defense: 7/3

HP: 44

Act

ion:

10

Move: 10

Att

ack: Bite (Hand-to-hand/Both)

3d6+8

/ 4d6+

1

4 / Clo

se-Comba

t (

P

hys

ica

l)

/

Close

Enemy Skills:

Amphi

bious, level 1 (page 272)

Description

:

Large, carnivorous reptiles. With

their big, strong jaw

s, they de

vour f

ish i

n the

wa

ter o

r any

small animals t

hat e

nter

it.

Th

ey

like to

move

in pack

s and

will surround

spot

t

ed

prey b

ef

ore at

t

acking.

Loot:

6

-8

Gator too

th (40 KE)

9+

Gator

sk

in (

1

00

KE)

Zo

mbie

Ty

p

e

:

Undead **Element:** –

Lev

el: 3 (Mob)

ID Score: 9

Check

: 4/3

Dodge: 2d6+3

Defense: 5/2

HP: 37

Action: 6

Move: 9

Att

ack: Bite (Hand-to-hand/Both)

2d6+

7 / 2

d6+

1

5 / C

lose-Comba

t (

Phys

ical)

/ Cl

ose

Enemy Skills:

Stench of De

ath, level 1

: Subtrac

t 2 f

rom the

f

inal c

heck s

core on any dodge check

s that

charact

ers Engaged w

ith you per

f

orm.

This

ef

fe

ct

only work

s on charac

ters

who don't also

poss

ess St

ench of

De

ath.

Description

: Corpses that continue to walk

bec

ause of

lingering

regre

ts or

the like.

Loot:

2

Corpse f

ang (3
0 KE)
3–8

Corpse f
ang (3
0 KE) ×2
9+

Zombie powder (8
0 KE)

Gian

t

B

a

t

Ty
p
e
:

Animal

Element: –
Lev
el: 3 (Mob)

ID Score: 10
Check
: 3/5
Dodge: 2d6+5
Defense: 6/2
HP: 35

Act
ion: 7

Move: 18

Att

ack: Bite (Hand-to-hand/Both)

2d6+

5 / 2

d6+

1

2 / Cl

ose-Comb

at

(P

hysica

l) /

Close

Enemy Skills:

Dark

sight, level 1

(page 273

)

Flight

Ab

ilit

y,

le

ve

l 1 (page 274

)

Description

: Giant bats at least as big as

raptor

s. The

y dwell in

places li

k

e caves and

abandoned houses and att

ack huma

ns and

oth

er anim

als at

night.

Loot:

6

–
8

Animal
f
ang (30
KE
)
9
–
1
2

Animal
f
ang (30
KE
) x
2
1
3+

B
at
wing
(50 K
E)
×2

Gr

e

mlin

Ty
p
e
:
Demon

Element: –

Lev

el: 3 (Mob)

ID Score: 12

Check

: 4/5

Dodge: 3d6+5

Defense: 3/5

HP: 35

Action: 9

Move: 10

Att

ack: Claws (Hand-to-hand/Both)

3d6+6

/ 3d

6+

1

5 / C

lose-Com

bat (P

hysi

cal

) /

Close

Enemy Skills:

Dark

sight, level 1

(page 273

)

Flight

Ab

ilit

y,

le

ve

l 1 (page 274

)

Description

: Low-ranking demons with small,

huma

noid b

odies. T

hey p
op up in pl
aces where

magic power is
thick,
such as dungeons.

Loot:

6
-8

Demon horn (50 KE)
9+

Demon claw
(
1
0
0 K
E)

Game Master Section

Or

C

Ty
p
e
:

Demi-human

Element: –

Lev

el: 12 (Mob) **ID Score:** 12

Check

: 6/4

Dodge: 2d6+6

Defense: 8/5

HP:

115 **Action:** 13

Move: 12

Att

ack

: Club (Blunt/One)

2d6+

1

2 / 3d6+40 / C

lo

se-Comba

t (

P

hys

ica

l)

/

Close

Enemy Skills:

Awesome Li
fe Force
, level 1
: Use w
hen knock
ed
out. Re
cover
f
rom being kno
cked ou
t and se
t
your HP to 2d6.
Once per
scenario.

Description

: A demi-human race consisting of
only males, unique for
their piglike heads and
powerf
ul bodi
es.

Loot:

6
—
1
2

Orc
tooth (750 KE)
×3
1
3+

Orc ribbon
(3,000 KE)

Un

dea

d Kn

ig

ht

Ty

p

e

:

Undead

Element: –

Lev

el: 7 (Mob)

ID Score: 12

Check

: 5/4

Dodge: 2d6+4

Defense:

10/5

HP: 64

Action: 9

Move: 12

Att

ack

: Broad Sword (One-handed sword/

Bo

t

h)

3d6+8

/ 4d6+

20 / C

los

e-

Com

bat

(

Ph
ys
ica
l)
/
Close

Enemy Skills:

Weakness:

Water, level 1

(page 275)

Special Physical Resistance: Dagger, level 2

(page 275

)
Spe
cial Phy
sic
al Re
sis
t

ance:

Spe

ar, le

vel 2

(page 275

)
Special Physical Resist

ance: Bow, lev

el 2 (page 275

)
Description

: The corpse of a fallen knight

that

's risen as an undead monster.

Loot:

6
-8

Steel (

1
00 KE

)
9+

Steel (1
0
0 KE
) ×3

Gr

e

a

t

er

C

ab

ba

g

e

Ty
p
e
:

Plant **Element:** –

Lev
el: 9 (Mob)

ID Score: 11
Check

: 4/5

Dodge: 3d6+5

Defense: 6/6

HP: 94 **Action:** 9

Move: 15

Att

ack

: Tackle (Hand-to-hand/Both)

3d6+

1

0 / 3d6

+4

1 / C

lo

se-Comba

t (

P

hys

ica

l)

/

Close

Enemy Skills:

Concentration: Close

-

Combat,

level 5

(page 273

)

Thef

t Haz

ard,

level 1 (page 275

)

Flight

A

bili

t

y,

le

ve

l 1 (page 274

)
Description

:
Particularly energetic cabbages
raised in wonder
f
ully f
avor
able conditions.

Loot:

2–5

Let
tuce (1
KE)
6
–1
2

High

-
quali
t
y
c
ab
ba
ge
(1
0
0 K
E
) ×
20
1
3+

Choic

e c
abb
age
(50
0 K

E
) ×1
0

Giant

Hor

n B

ee

t

le

Ty
p
e
:

Animal

Element: –

Lev

el: 5 (Mob)

ID Score: 10

Check

: 5/4

Dodge: 2d6+4

Defense:

10/2

HP: 41

Act

ion: 7

Move: 16

Att

ack

: Horn (Spear/Both)

3d6+8

/ 2

d6+

1

6 / Cl

ose-Comba

t

(P

hys

ica

l)

/

Close

Enemy Skills:

Concentration: Close

-

Combat,

level 3

(page 273

)

Flight

A

bili

t

y,

le

ve

l 1 (page 274

)

Description

: Stag beetles the size of puppies.

The

y charge wi

th their horns.

Loot:

6

-

1

0

Inse

c

t
car
ap
ace
(75 KE
)
1
1
+

Inse
c
t ho
rn (20
0 K
E)

Konosuba TRPG

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Ear

th G

olem

Ty
p
e:
Artificial

Element: –
Lev
el: 3

ID Score: 10
Abil
ity Scores:

Strength: 19/6
Dex
te
rity
:
16/5 Agility: 12/4

Intell
igence:
1/0

Perception:
12/4
Mind: 1/0

Luck: 8/2
Att
ack: Punch (Hand-to-hand/Both)

3d6+
7 / 2
d6+
1
8 / C
I
ose-Comba
t (
P
hys
ica
l)
/ C
los
e
Dodge: 2d6+4

Defense: 16/0
HP: 56

MP: 0
Act
ion: 8

Move: 11

Enemy Skills:

Wild Swing, level 1

: Minor action.

Add 5 to the
damage of y

our nex

t weapon at

tack

. This ef

f

ec

t

lasts until the end of y

our Main

Process.

Regener

ate, level 1

:

Cleanu

p Process. R
emove
one debuf
f
applied to you. You take 1
0 points
of
HP Lo
ss.
Thef
t Hazard: Power Unit, le
vel 1
(page 275
)

Description

: Golems created out of rock and
dir
t.
Gol
ems ar
e ar
ti
f
icial
mons
ter
s bo
rn o
f m
agic
,
and t
hey
are
give
n many nam
es an
d shap
es
depending on their func
tion.
Those
that can s
tay ac

tive
for long p
eriods have
a pow
er s
ource w
ith acc
umulated mana in it
, and
if that is stolen, the
y will
deac
tivate.

Loot:

2–5

Fer
tile
soil (
30 K
E)
6
–
1
1

Fer
t
ile s
oil (30 K
E)
×2
1
2+

Pow
er unit
(200 K
E)

Gi

an

t

To

ad

Ty

p

e:

Animal

Element: Water

Lev

el: 2

ID Score: 8

Abil

ity Scores:

Strength: 20/6

Dex

te

rity

:

12/4 **Agility:** 10/3

Intell

igence:

3/1

Perception:

12/4

Mind: 12/4

Luck: 8/2

Att

ack: Tongue (Whip/Both)

2d6+

7 / 2
d6+
1
5 / C
lo
se-Comba
t (
P
hys
ica
l)
/ C
lose
Dodge: 2d6+3

Defense: 5/2
HP: 37

MP: 22
Act
ion: 5

Move: 11
Enemy Skills:
Swallow, level 2: Move ac
tion. If
you de
al at least
1
HP i
n damage with a close-
combat att
ack

,
neither you nor the target
of that at
tack may
move or per
f
orm dodge che
cks
. This ef
fec
t last

s
until the end of the Scene or until the target
of
that at
tack
passe
s a Strength che
ck
, DL 1
2, during
the Setup Process.
Digest, level 2: Cleanu
p Process. Deal 1
0 points
of
HP Loss to any charac
ter
currently under the
e
f
f
e
c
t
s o
f
you
r Sw
all
ow
sk
ill.
Spe
cial Phy
sic
al Resi
st
ance:
Hand-
to
-h
and, l
evel
2

(page 275

)

Special Physical Resist

ance: Blunt, level 2

(page 275

)

Description

: Toads with bodies bigger than
cows

. During spawning

season,

when they

need

st

amina,

the

y will go

to human villa

ges and

sw

all

ow

live

s

to

ck

who

le.

Sw

allo

we

d pr

ey

will

slowly b

e digested.

Their mucus is ex

tr

emely

s

tin

k
y.
Loot:
5-7

T
oad muc
us (
1
KE) ×3
8-
1
1

T
oad
meat
(5 KE)
1
2+

Hig
h-
qua
lity
toad meat (300 KE)

Game Master Section

Go

blin

L

e

ad

er

Ty

p

e:

Demi-human

Element: –

Lev

el: 4

ID Score: 14

Abil

ity Scores:

Strength: 15/5

Dex

te

urity

:

16/5 **Agility:** 13/4

Intell

igence:

6/2

Perception:

9/3

Mind: 6/4**Luck:** 6/2**Att****ack:** Short Sword (One-handed sword/One)

3d6+6

/ 2

d6+

20 /

Close-Com

bat

(P

hysica

l) /

Close

Dodge: 2d6+4**Defense:** 8/2**HP:** 59**MP:** 38**Act****ion:**7 **Move:** 10**Enemy Skills:**

Goblin Comm

and, level 1

:

Passive: All gobli

ns in

the same Scene as you add 4 to the total check

score of

all

the check

s they make, and they add

1

d6 to all

damage they deal with attack

s.

Goblin T

ac

tics, level 1
: Hit check
s f
or the
attack
acks
you per
form gain a bonus equal to the number
of
goblins
currently
in
the Scene. Add twice that
number
to any damage your attack
could deal
.

Description

: The boss goblins that lead their
hordes.
They
have high
charisma and command
abilities.
Though goblins are not normally very

dangerous, when a goblin leader is giving
directions, they turn into a horde worthy of
caution. More than a few
ledgling adventurers
have underestimated goblins

n hun
ting and have
landed in a
world
of
pain.

Loot:

2–
6

M
edic
inal her
b (1
0 KE
) ×6
7–9

Goblin claw (50 KE
) ×3
1
0+

Goblin leader’s helm decoration (40
0 KE
)

Zombie Maker

Ty
p
e:
Undead

Element: –
Lev
el: 5

ID Score: 13
Abil
ity Scores:

Strength: 13/4
Dex

te
rity
:
18/6 **Agility:** 15/5

Intell
igence: 9/3

Perception:
15/5
Mind: 12/4

Luck: 8/2
Att
ack: Attack Magic: Fire, level 1
3d6+
7 /
2
d6+
1
8 / Magic [S
pell (
Fire)
] / 20m
Dodge: 2d6+5

Defense: 6/4
HP: 64

MP: 36
Act
ion: 9

Move: 9
Enemy Skills:
Dark
sigh
t, le
vel 1
(page 273
)
Att
ack Magic: Fire,
level 1

(page 273

)

Weakness: Fire, lev

el 1

(page 275

)

Sum

mon: Zombie, level 1 (page 275

)

Resist

ance: Poison, level 1 (page 274

)

Description

: A type of evil spirit that has the ability to control zombies.

They pos

sess dead

bodies

of good q

ual

it

y,

an

d

they c

an control

many zombies at once. T

heir

abilities dif

fer dep

ending on

the corpse

they'

ve

possesse

d, but their potential is al

ways limited by

the fac

t that they

are u

ltimately

just evil spirits.

This data assumes the spirit has possessed the cadaver of a Wizard.

Loot:

3–
6

Zombiefang (60 KE)
×2
7–
1
1

Tombfurnishings (10 KE)
1
2+

Sharp corpsefang (300 KE)

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Fire Dr

ake

Ty
pe
:

Magic Beast **Element:** Fire

Lev
el: 7

ID Score: 14
Abil
ity Scores:

Strength: 36/12
Dex
terit
y: 21/7

Agility: 15/5
Intell
igence:
6/2

Perception:
9/3
Mind: 12/4

Luck: 15/5
Att
ack: Bite (Hand-to-hand/Both)
3d6+
1
0 / 2
d6+
1
6 / Cl

ose-Com

bat

(P

hys

ica

l)

/

Close

Att

ack: Breath: Fire, level 1

3d6+

7 / 2d6+42

/ Speci

al

[Spel

l (F

ir

e)

] / 20m

Dodge: 2d6+5

Defense: 18/10

HP: 74

MP: 65

Act

ion:

8 **Move:** 17

Enemy Skills:

Drake's Sig

h, level 2

: Move ac

tio

n. Add 2d6 to

the damage of your Breath spe

cia

l att

acks.

This

ef

f

ect

l

asts

until the end of your Main Process.

You

can use this once p

er Scene.

Weakness: Ice,

level 1

(page 275

)

Breath: Fire, level 1 (page 273

)

Description

: A four-legged reptilian monster.

Look

s like a large

lizard wi

th a bright-red e

x

terior.

The re

d thing

in its mouth is not

a tongue, but a

bit

of

fl

ame.

Most

reptilia

n monsters

a

re po

or at regulating

their body

temperature and are thus su

sceptible

to cold. Adventu

rers who t

a

ke advantage of

this will

be w
el
l-pr
epared wi
th
handling these
creatures

Loot:

6
-8

Dra
ke f
ang (
300 KE
)
9
-
1
2

Dr
ake sk
in (4
00 K
E)
1
3+

Drak
e sk
in (40
0 KE
) ×4

One

-Punch Be

ar

Ty

pe
:
Animal

Element: –
Lev
el: 10

ID Score: 13
Abil
ity Scores:

Strength: 25/8
Dex
terit
y: 30/10

Agility: 26/8
Intell
igence:
12/4

Perception:
20/6
Mind: 14/4

Luck: 15/5
Att
ack: Claws (Hand-to-hand/Both)
3d6+
1
4 / 6d6+
36 / C
los
e-
C
om
bat
(P
hys
ica
l)
/

Close

Dodge: 2d6+8

Defense: 13/3

HP:

101 **MP:** 58

Act

ion:

14 **Move:** 13

Enemy Skills:

Block

i

ng Abilit

y

, level 1

: Passive:

Blocks

the

Engagements you

,

r

e in. Y

ou may remove

the

ef

fe

c

ts o

f this

skill at

any tim

e.

Vorp

al Claw, le

vel 2:

Passiv

e: If

one o

f y

our

att

acks reduces the target

,
s HP to 0
or less, add 3
to the dif
f
iculty level of
the target
's death check.
Unseen Strike, le
vel 1

(page 139
)

Description

: A large bear with a very violent
dispositio
n. The massive claws on
its f
orelegs a
re
sharp enough to behead unprepared
targets

.
Because
of
t
hi
s, they are n
ot only feared b
y
regular people,
but also by adventurer
s. It is wise
to be cautious around one of
these beast
s, even
if you are powerf
ul

Loot:

5–7

Animal f
ang

(30 KE

) ×2

8

–9

Anim

al skin (6

0 KE

) ×3

1

0–

1

1

Bear pa

w (

1

,000 KE)

1

2+

Bear paw

(

1

,00

0 KE

) ×2

Game Master Section

Slime

Ty

p

e:

Artificial

Element: Water

Lev

el: 10

ID Score: 15

Abil

ity Scores:

Strength: 28/9

Dex

te

urity

: 30/10

Agility: 18/6

Intell

igence:

1/0

Perception:

32/10

Mind: 9/3

Luck: 24/8

Att

ack: Digestive Fluid (Hand-to-hand/Both)

3d6

+

1

0 /

4

d6+20 /

Close

-
Combat
(Piercing)
Close
Dodge: 2d6+5

Defense: 25/20
HP: 74

MP: 62
Action:
ion: 9

Move: 10
Enemy Skills:
Strong Acid, level 1
: Passive: All weapons
on attack
s
you perform
form deal piercing damage.
Dark
sight
t (page 273)
Resist
ance: Of
f-Balance (page 274)
)
Special Physical
Resistance
stance: Hand-
to-hand
d, level

5
(page 275
)
Spe
cial Physical Resis
tance:
Blunt, lev
el 5
(page 275
)

Description

: A living creature composed of
stick
y, viscous f
luid. Most don'
t have clear in
tent
or thoughts of
their own, instea
d acting only
to sate their hunger on instinct.
Their digestive

f
lu
id is hig
hly acidic. Slimes use this to melt down
absorbe
d prey and devour
them. Many subt
ypes
of
slime
ex
ist
, su
ch as p
oiso
n slimes
, w
hich
are
tox
ic,

and par
aly
sis slime
s,
which s
ecr
et
e
paraly
tic venom.

Loot:

4
-8

Slime fluid (

1
00 K
E) $\times 5$
9+

Ar
tif
icial creature's nucleus (2,0
00 KE
) $\times 2$

S

c

ar

os

a

ur

us

Ty
p
e:
Animal

Element: Ice
Lev
el: 12

ID Score: 18
Abil
ity Scores:

Strength: 30/10
Dex
te
urity
: 28/9

Agility: 27/9
Intell
igence: 14/4

Perception:
21/7
Mind: 15/5

Luck: 20/6
Att
ack: Charge (Hand-to-hand/One)
3d6+
1
0 / 4d6+
36 / C
lose-Comba
t (
Phys
ica
l)
/
Close
Dodge: 2d6+9

Defense: 18 /11

HP:

124 **MP:** 73

Act

ion:

18 **Move:** 17

Enemy Skills:

Blue Glint, level 1

: Passive:

When y

ou receiv

e ice

magic damage, reduce it to 0. T

hen change your

loot t

able to read Shi

nin

g Blu

e Scale (5,000 K

E)

instead of Blue Scale (

1

,

500 KE).

Concentration: Close

-Combat

, level 5 (page 273

)

Description

: A bipedal reptile about the size

of

a cow. When ice magic s

trikes it

, its s

cales

shine b

lue. T

hes

e shining

scal

es ar

e highly

valued f
or their be
auty, but not many k
now the
transf
ormation method.

Loot:

6
–
1
0

Blue scale (

1
,50
0 KE)
1
1
+

Blue scale (

1
,500 KE
) ×3

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Man

ti

co

r

e

Ty

p

e

:

Magic Beast **Element:** Darkness

Lev

el: 12

ID Score: 15

Abil

ity Scores:

Strength: 32/10

Dex

t

erit

y: 26/8

Agility: 18/6

Intell

igence

: 15/5 Perception: 21/7

Mind: 24/8

Luck: 18/6

Att**ack:** Tail Spines (Hand-to-hand/Both)

3d6+

1

1

/ 5d

6+

27

/ Clos

e-

Com

bat (

Ph

ysica

l)

/

Close

Att**ack:** Breath: Darkness, level 1

3d6

+8 /

5d6

+

27 / Sp

ecial [Sp

ell (Dark

ness)] / 20

m

Dodge: 2d6+6**Defense:** 18/8**HP:**136 **MP:** 65**Act****ion:**13 **Move:** 15**Enemy Skills:**

Apply Debu

f

f

: Poison (3), level 1

(page 272)

)
Flight
A
bilit
y, le
v
el 1 (page 274
)
Breath: Darkness
, level 1 (page 273
)

Description

: A magical beast with the body of
a lion, wings of a bat,
tail of a scor
pion, and fa
ce
of
an old pers
on. Its f
ur is re
d like blood. T
hough
it lives ma
in
ly in desert
s and rocky
areas, its love
f
or human
mea
t has
led
to
sight
ings ne
ar human

set
tlem
ents.
Th
e breath
that it

ex
hales is highly
poisonous,
and in
hali
ng it will cause one to
f
all
il
l. This same toxin also resides in its tail. Many
adventurers have f
allen to its terrible poison.

Loot:

2–5

Magic-beas

t claw

(

1

00 K

E)

6

–8

Mana f

ragment

(200 K

E)

9–1

0

Manticore h

ide (600 KE

)

1

1

+

Manticore wing (1

,

00

0 KE

) ×2

Newbie

K

il

ler

Ty
p
e
:

Magic Beast **Element:** –

Lev
el: 13

ID Score: 15
Abil
ity Scores:

Strength: 30/10
Dex
t
erit
y: 28/9

Agi
lity
: 27/9
Intell
igence: 18/6

Perception: 21/7
Mind: 15/5

Luck: 20/6
Att
ack: Fangs (Hand-to-hand/Both)
3d6+

1
5 / 5d6
+45 /
Cl
ose-Comb
at
(P
hysica
l) /
Close
Dodge: 2d6+9

Defense: 16/15
HP:
137 **MP:** 63

Act
ion:
18 **Move:** 15

Enemy Skills:

New
bi
e Fishing
, le
ve
l 1
: S
et
up Pr
oce
ss
. You
appear on round 1
d6
+
2 during the Cleanup
Proce
ss in a spe
nt s
tat
e. You can only
use this sk
ill

when you are not already
in the Scene and there
is an enemy of level 3 or less in the Scene.

Low-R

an

k Hunter

, level 1

: Pass

ive: Add 1

d6 to

your hit check

s f

or at

tack

s

targeting charac

ters

with a CL o

f 1

2 or less.

Dark

sight, level 1 (page 273

)

Description

: A ferocious feline beast with

a bod

y even larger

than tigers

and lion

s. It

's

covere

d in black fur. Thick

, sharp

fangs pro

trude

fr

om its upper

jaw.

They

make their territor

y near hordes o

f weaker

monsters
like goblin
s, then hunt the bigger
prey
that comes
to ex
t
erminate them. T
heir
shrewdness makes these creatures widely f
eare
d
by f
le
dgli
ng adventurers.

Loot:

6
—
8

Newbie
e Killer
's claw (30
0 K
E) ×2
9–1
2

Newbie Killer's bladed claw (
1
,20
0 KE)
1
3+

Newbie Killer's fur (2,
500 KE)

Game Master Section

Gr

if

f

in

Ty

p

e:

Magic Beast **Element:** Wind

Lev

el: 15

ID Score: 15

Abil

it

y Scores:

Strength: 38/12

Dex

terit

y: 29/9

Agility: 19/6

Intell

igence:

16/5 Perception: 24/8

Mind: 26/8

Luck: 24/8

Att

ack: Claws (Hand-to-hand/Both)

3d6+

1

2 / 3d

6+

38 / C

los

e-

Co

mbat

(P

hys

ica

l) /

Close

Att

ack: Breath: Wind, level 1

2d6+

1

2 / 2d6+4

2 / Spec

ia

I [

Spel

I (Wi

nd)

] / 2

0m

Dodge: 3d6+8

Defense: 28/19

HP:

155 **MP:** 114

Act

ion:

14 **Move:** 25

Enemy Skills:

Concentration: Close

-Combat

, level 3 (page 273

)

Apply D

ebuf

f:

Of

f
-Balance, level 1 (page 272)

Flight

Abili

t

y, le

vel 1 (page 274

)

Breath: Wind,

level 1

(page 273)

Description

: A magic beast with the body

of

a lion and the wings and he

ad of

an eagle.

Its ability

to swoop grace

fully through the a

ir

despite its large body is it

s mai

n hig

hlig

ht. T

he

strikes that it deliver

s when diving from the air

are incredibly po

werf

ul—just

a glanci

ng blow

can send someone

fly

ing. They normally live in

tall mountai

ns, but

on ex

tremely r

are occasions,

they w

i

ll come down to look
for prey. Ther
e are
storie
s of them grabbing mu
ltiple cows or hor
ses
at once and soaring of
f
with them.

Loot:

2-
7

Magic-beas
t wing (1
50 K
E) ×2
8
-
1
0

Magi
c
-b
eas
t t
ail (500 K
E)
1
1
-
1
3

Gri
f
f
in w
ing (
1
,1
0

0 KE
) ×2
1
4
+

Grif
f
in claw
(4,00
0 KE
) ×2

K

in

g

Toa

d

Ty
p
e:
Animal

Element: Water
Lev
el: 20

ID Score: 18
Abil
it
y Scores:

Strength: 60/20
Dex
terit
y: 42/14

Agilit**y:** 18/6**Intell****igence:**8/2 **Perception:** 18/6**Mind:** 18/6**Luck:** 18/6**Att****ack:** Giant Tongue (Hand-to-hand/Both)

4d6+

2

1

/ 6d6+5

7 / Clo

se-

Co

mba

t (

Ph

ysica

l) /

Close

Dodge: 2d6+6**Defense:** 32/24**HP:** 247**MP:** 92**Act****ion:**8 **Move:** 19**Enemy Skills:**

Superlarge

, level 1

: Passi

ve: Block

any

Engagements you

are in.

Spe

cial Physic
sical Resis
tance: Blunt, level 5 (page 275)

Swallow, level 5: Move action. If you deal at least 1 HP in damage with a close-combat attack

, neither you nor the target of that attack may move or perform a dodge check. This effect lasts until the end of the Scene or until the target of that attack passes a Strength check

, DL 1
5, during
the Setup Process.

T
oad R
egeneration, lev
el
1
: Mov
e action. He
al

your
se
If
fo
r 30 HP

.
Digest
, level 5: Cleanup Process. D
eal 25 points
of
HP Loss to any charac
ter currently
under the

e
f
f
ec
t
s o
f y
our
Swa
llow
sk
ill.
Weakness: Ice,
Ligh
tning, level 1
(page 275
)

Description

: A gargantuan toad. Unknown if it's

truly related to Gia
nt Toads. Some theories say its
cr
y causes rain to f
al
l.

Loot:

2–5

T
o
ad f
luid (
1 KE) $\times$ 1
,0
00
6–9

High-qual
it
y toad meat (3
00 K
E) $\times$ 20
1
0+

Giant
-toad moss (2,
500 KE) $\times$ 4

The

T

raps Dec

ora

ting

Y

our Adv

entur

e

This section will describe the traps that interfere

with the player characters

,

quests

, sometimes mor

tally

, as well as the objects and partitions that make up dungeons, such as walls, floors, and treasure chests.

■ TYPES OF TRAPS

There are

three types of traps: triggered traps, enchanted traps, and continuous traps.



TRIGGERED TRAPS

Tr

aps that spring when a character takes an action, such as opening a door

, unlocking a lock

, or stepping on the floor

. Unless other

wise stat-

ed, the GM can freely decide on the conditions.

T

r

iggered traps can be

placed on objects, enemies, partitions, and

Once the trap is sprung, that trap normally

T

triggered traps can be set up in one of two ways: detectable or perceivable.

The GM should decide which when setting up traps. See pages 236 and 262 for more details.

In general, detectable traps spring when a character takes a specific action, while perceivable traps go off when a character comes in contact with the spot where the trap is set—such as stepping on a floor tile or entering an area. If a character comes in contact with a perceivable trap, their movement automatically ends on that turn.

▼ ENCHANTED TRAPS

Traps that place an effect on an object or an area are enchanted. They will keep triggering until disarmed. Enchanted traps can be used against enemies, and other traps.



CONTINUOUS TRAPS

Traps that have a continuous effect are continuous traps.

ect for as long as a character is in contact with it.

These include things that block characters or deal damage to them. Continuous traps

■ **OBJECTS AND PARTITIONS**

An **object** is any item that might be inside

Game Master Section

treasure chest, or statue

. A **partition** includes things like walls or floors in dungeons.

●CUSTOMIZING TRAPS

Any traps with a

“○”

in the Customize section can be changed

Customized traps raise the trap

,

s level beyond what it starts out as.

F

or level changes when customizing traps, r

refer to the

Trap C

ustomi-

zation T

able.

●

T

rap Customization Table

Changing
the detec
t value

T
rap level +
2 f
or each +
1

to detec
t value
Changing th
e disarm v
alue

T
rap level +
2 f
or each +
1
to disarm value

Changing the DL
of an e
ffec

t
T
rap level +
3 for each +
1 to the difficulty level

Changing the d
amage of
an effe

c
t
T
rap level +
1
for each +

1
d6 to the damage
Changing the
hit check
of an e
ffe
ct
T
rap leve
l +
2 f
or each +
1 to the hit check
Changing the HP o
f an eff
ec
t
T
rap leve
l +
1
fo
r each +
1
0
to HP

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This page explains how to read the trap list.

Whenever a section contains a

“—,
”

that section

is meaningless. F

or those that say *See Effect*

, that

section is explained further in the E

ffect section of

each listing.

●Common Sections

This section explains the information common to

all traps, objects, and partitions.

①Name

The name of the trap, object, or partition.

②Type

Whether it's a trap

, objec

t, or partition.

•T

rap

A trap laid in a dungeon, such as a pitfall or an ex-

ploding floor

.

•Object

Objects in dungeons that are not traps, like doors

or tables.

•Partition

Things that divide a dungeon up, such as walls,

floors, and ceilings. P

ar

titions cannot be destroyed

or moved.

They will also never move on their own.

③Structure

The structure or mechanism of the trap, object, or

partition.

Physical means things like ropes or gears are used,

while

Magical means they activate based on

magic.

④**Level**

The level of the trap. Objects and partitions generally have a
“_”

for this.

⑤**Customize**

Whether or not the trap, object, or partition can be customized. “○” means it can be, while “x” means it cannot be.

⑥**Effect**

The effect of the trap, object, or partition.

•Secret

T

raps, objects, or partitions that cannot be seen through normal means, such as hidden doors or ones currently in a hidden state. Most traps are placed in such a way as to be difficult to locate, so they will normally be secret.

●**Trap List Sections**

This section explains sections that only exist for traps.

⑦**Condition**

The conditions to spring the trap.

There are three

conditions: triggered, enchanted, and continuous

.

See page 286.

⑧**Detect value**

The difficulty level for detecting traps (page 236) or sensing threats (page 236).

⑨**Disarm value**

The difficulty level for disarming the trap (page 236).

⑩**Target**

The target of the trap

’s eff

ec

ts. In general, these

work the same as skills (page 122). When a trap springs, it may choose several targets. F

or exam-

ple, it may say *Target: Single* and *Range: Close*, and if three characters are in the same Engagement as

the trap, it will select one of them.
The GM should
decide at random in these cases. If you'
re unsure, it
is recommended that the GM choose the charac-
ter who activated the trap.
The following additional target types also exist for
traps.

- Activator

Whoever activated the trap becomes the target.

- Contact

The character who stepped on or otherwise came
into contact with the trap becomes the target.

- Fix

ed

Indicates the target of a different trap or object.

⑪Range

The range of the trap
's effects.

This is the distance
from the trap. If it says *Close*, the trap
's Engage-
ment is the target.

H

ow to

Read

t

he T

rap

List

Game Master Section

Pool

Typ
p
e:
 Trap

Structure: Physical

Level: 1

Customize:



Condition: Continuous

Detect

Cost Value: —

Disarm Value: —

Target
r
g
e
t
: Contact

Range: Close

Effect

fe

ct: The target is now in a swimming state.

A character

who

comes into contact

with

this

trap during movement must make a Strength

check

of DL 1

0. If the

check

fails this check

, that
character
loses the
best
of
their movement.
(If

they pass
, they
can continue moving.) This trap
does not affect
characters in a
lying state. This
trap is not secret.

A trap consisting of
a pool of
water.

Lock

A

Type:
Physical
Trap

Structure: Physical
Level: 1

Customize:

☐ **Condition:** Enchanted
Detect Value: —

Disarm Value: 9

Ta

r

g

e

t

: Fix ed

Range: —

Ef

fe

ct: Set on an object. The target becomes unopenable, and only by disarming the trap

does the t

arget be

come openable. The GM

may enable players to at

tack

and destroy this

objec

t. In that case, the trap'

s HP

is 20, and

its

Physi

cal D

ef

ens

e and M

agic

De

fe

nse

are b

oth

1

0. This

trap is n

ot s

ecre

t.

A mechanism with
herein a lock
is applied
to
a door or treasure chest to prevent it from opening.

Trap

ap

L

i

s

t

**This section lists all the traps
found**

**primarily
in dungeons.**

**Traps are
geared**

**toward hampering intruders or
getting rid**

of them altogether. Situations that could

cause a disadvantage for players, such as

floors that are difficult to move across, are

also included here.

Pi

t

f

all

Typical
problem:
Trap

Structure: Physical
Level: 1

Customize:



Condition: Triggered

Dete

ct Value: 12

Disarm Value: 10

Ta

r

g

e

t

: Single

Range: Close

Ef

fe

ct: The target performs an Agility check of

DL 1

3. U

pon f

ailu

re, this trap be

comes the hole

obje

ct

, and the target f

alls

into this hole a

nd

tak

es

2d6 p

oint

s o

f p

ierc

ing dama

ge.

This

tr

ap

does not

af

f
ec
t charac
ters in a f
ly
ing state, nor

will a character in a f
ly
ing state
trigger it.

A trap that op
ens a gap i
n the f
loor and drops
prey
into a hole.

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Sp

i

ke Board

Ty
p
e:
Trap

Structure: Physical
Lev
el: 3

Customize:
☐
Condition: Triggered
Dete
ct Value: 15

Disarm Value: 12
T
arget
: Single

Range: Close
Ef
fe
ct: The target performs an Agility check
of
DL 1
4. If
the targe
t f
ails this c
heck
,
they t

ake
3d6+
1
0 p
oints of
physical damage.
A trap wher
e spears come
fl
ying out of
the
walls or the f
loor.

Lock

B

Ty
p
e:
Trap

Structure: Physical/Magical
Lev
el: 2 **Customize:** x

Condition: Enchanted
Dete
ct Value: —

Disarm Value: —
Ta
r
g
e
t
: Fixed

Range: —
Ef
fe
ct: Set on an object. The target becomes

unopenable, and only by disarming th

is trap

does the t

arget become op

enable. This trap

can b

e dis

arme

d by

using

a spe

ci

f

ic k

ey

or b

y

fulf

illi

ng specif

ic re

qui

rement

s. The GM should

decide

what the me

thod of

disarmament is.

This t

rap is no

t se

cret

.

Using magi

c or

a sp

eci

al mec

hanism t

o loc

k a

door or o

ther such objec

t and prevent it f

rom
opening.

A

C

id

L

ak

e

Ty
p
e:
Trap

Structure: Physical
Lev
el: 2

Customize: x
Condition: Enchanted
Dete
ct Value: —

Disarm Value: —
Ta
r
g
e
t
: Contact

Range: Close
Ef
fe

ct: Set on a pool trap. If the target is
af
f
ec
te
d by the pool this tr
ap is set on, the
y
suf
f
er 5 points
of HP Loss
. During round
progression, the
target also suf
f
ers 5 points of

HP Lo
ss durin
g eac
h of
th
eir Cl
eanup Pro
ce
sse
s.

This t
rap is no
t a s
ecre
t.
A lake f
illed with acid, pois
on, or the like.

E

xpl

osive T

r

ap

Ty

p

e:

Trap

Structure: Physical

Lev

el: 2

Customize:



Condition: Triggered

Dete

ct Value: 14

Disarm Value: 10

Ta

r

g

e

t

: Area

Range: Close

Ef

fact: All targets perform a Luck check of

DL 1

3. Any who f

ail

this check receiv

e 2d6+

1

0

points o

f physic

al damage.

A bomb set
to explo
de when cer
tain
conditions are met.

Game Master Section

T

rea

su

re C

hest

Ty

p

e:

Object

Structure: Physical

Lev

el: —

Customize:



Ef

fe

ct: A trunk made to hold things inside.

Un

less a Lock

A or Lock

B is set on it

, it can be

opened and closed at

will

. The

GM may ena

ble

players to at

t

ack and destroy

this object
t. In
that case, the
object
t
's H
P
is 20, and its Physical

Def
ense and Magi
c Def
ense are 1
0. If the
treasure chest
is destroyed,
the GM may for
ce
the destr
oying player to make a Luck check of

DL 1
4. Failure
results in destroy
ing the items
inside the chest.

General Object

C

t

Type:
Physical
Object

Structure: Physical
Level:

el: –

Customize: x

Ef

fe

ct: Any general object, such as a table,

sta

tue, or log. The

GM shou

ld give the ob

jec

t

a name that r

eprese

nts w

hat it is

, like *Table*

or

Stat

ue. No game-system restrictions, such as

modif

ications to abilit

y scores or

check

s, occur

as a result of

this ob

jec

t. T

he GM may enable

players to at

t

ack and destroy

this objec

t. In

that case, the

objec

t

's H

P

is 1

0, and its Physical

De

f
ense
and Magic
De
fe
nse ar
e 5.

Obje

c

t

L

is

t

This section lists information for objects

and partitions. Objects are items such as

boxes and statues that are placed inside

dungeons, while par

titions are t
he floor
s

and walls sp
litt
ing the dunge
on up. In

general, t
hese are indes
truct
ible.

Hole

Ty
p
e:
Object

Structure: Physical
Lev
el: —

Customize: x
Ef
fe

ct: A large hole. The GM may freely determine the hole's width and depth. If a character falls into the hole, the GM may allow the character to make a DC 10 Strength check to climb out. If the character fails, the character is stuck in the hole. If the character is stuck in the hole, the character can move over the hole safely.

Konosuba TRPG

292

Wa

II

Ty

p

e

:

Partition

Structure: Physical

Lev

el: —

Customize:

○

Ef

fec

t: The kind of wall normally found

within a du

ngeon. T

he GM may enable players

to at

tack and des

troy

this objec

t

. In that case,

the obje

ct

's HP is 50 and its Physical

Def

ense

and M

agic

D

ef

e

nse

ar
e 1
0.

Floor

Ty
p
e
:

Partition

Structure: Physical

Lev

el: —

Customize:



Ef

fec

t: A floor inside a dungeon. The GM
may enable players to at

t
ack and destro

y this
objec

t.
In that case, the ob
jec

t
's HP is 50, and

it
s Phy

sic
al D

ef
e

nse
and
Magi

c D
ef

ense

ar
e 1
0.

C

eilin

g

Ty

p

e

:

Partition

Structure: Physical

Lev

el: —

Customize:

○

Ef

fec

t: A ceiling inside a dungeon. The GM
may enable players to at

t

ack and destro

y this

objec

t.

In that case, the ob

jec

t

's HP is 50, and

it

s Phy

sic

al D

ef

e

nse

and
Magi
c D
ef
ense
ar
e 5.

Do

or

Ty
p
e
:
Object

Structure: Physical
Lev
el: —

Customize:



Ef
fec
t: A totally normal door, set in walls and
the li
ke. Unless a Lock A or Lo
ck B is se
t on it,
it can be open
ed, close
d, and passed through
at will and won't af
f
e
ct
movement. T
he GM
may enable players to at
t

ack and destro

y this

objec

t.

In that case, the ob

jec

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's HP is 50, and

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Magi

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Konosuba: God's Blessing on This Wonderful World! TRPG Scenario Section

This chapter
contains
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scenario
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Konosuba TRPG

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Scenario Data

Play

ers: 3 to 5

Character Lev

el: 1

Play

Time: 4 to 5 hours

Stor

y

Axel—known as the town of fledgling adventures, the

T

own of Beginnings.

The player characters, all fledgling adventurers, will accept a special mission from a receptionist named Luna (page 253).

Their goal: to harvest bamboo shoots. However, these are no or

dinar

y

plants, f

or they move on their own (more accurately, blast around like rockets). However

, when the bamboo shoots start moving and maturing into full bamboo stalks, they expe

.

The best-tasting bamboo shoots (and the c
e the most ex-

perience points) are the ones still in the gro

, r

ight bef

ore they fire

off

. Under the guidance of one Ok

ina, famed for his bamboo shoot-

digging skills for forty years, the fledgling a
o har-

vest the shoots.

The densely gr

own bamboo forest has become a natural
dungeon, and inside are traps that Okina h
't

remember where the traps ar

e.) As the players move thr

ough the bam-

boo for

est, cautious of said traps, they find that go

here, looking for the same thing they are

. T

he players proceed

through

the for

est and arrive at the bamboo-shoot colony

ina.

There, they encount

er goblins in the middle of digging the pla

steal them. A battle ensues, with the play

ers fighting the goblins while

har

vesting the bamboo shoots

. At the end of the skirmish, the players'

rewards are determined, and the scenario ends.

■ **PREVIEW**

The first thing to do at the beginning of the lead out the following preview to the players.

Axel—known as the town of fledgling adventures. Unfortunately

, there isn't any work to be found in this peaceful settlement that

s ac-

Scenario Section

tually geared toward said fledgling adventurers. Upon receiving several complaints to that effect, the Adventurers Guild has decided to, among their usual requests, render a special service in the form of a quest they believe is suited to fledgling adventurers: digging up bamboo shoots.

In this world, though, ripe, tasty vegetables and bamboo shoots are no exception. Uncollected, a forty-year veteran in the bamboo business, adventurers head off to pick some shoots.

Konosuba: God's Blessing on This Wonderful World! TRPG
 "Deliciousness for

These Bamboo Shoots

”

■ CHARACTER CREATION

Character creation is described below

.

● QUICK START

The following sample characters can be used for this scenario. If there

are only four

players, don't

,

use PC #5. If there are three players,

use PC #1,

PC #3, and PC #5.

PC #1: Great Sword

Warrior

(page 102)

PC #2: Crimson

Wizard

(page 104)

PC #3: Compassionate

Warrior

e Priest (page 106)

PC #4: Explorer

T

hief (page 108)

PC #5: Reincarnated Adv

enturer (page 100)

●CONSTRUCTION

If mak

ing characters from scratch, the

W

arrior

,

Wizar

d, P

riest, or

Thief

classes are recommended

. If there'

s only three players, then ideally

, one

should choose Adventur

er to make up for the classes that aren

,
t brought
along.

● **LIFESTYLES**

After creating characters, the players should determine their characters'

Lifestyles (page 210).

● **FORMING THE PARTY**

All player characters have already formed a party.

.

Y

ou may explain this
befor

e character creation. See page 211.

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Opening Phase

● SCENE 1: AT THE ADVENTURERS GUILD

◆ EXPLANATION

At the Adventurers Guild, the player characters are provided with the Bamboo-Shoot Digging quest, meant for first-levelers.

The quest information is as follows.

Bamboo-Shoot Digging

T

ype: Gathering

Time Limit: Until the next morning

Rewards: 10 KE per player character

Requirements: None

Description:

“

Ok

**ina, a forty-year veteran
an in the business, wants
you to pick shoots in the bamboo f
orest.**

”

**Harvest shoots in place of Okina, a famo
-shoot digger
who has thrown out his hip
, at the bamboo forest only he knows
about.**

**Clear Conditions: Dig f
or bamboo shoots two clearings deep in
the secret bamboo for
est.**

Quest Effects:

The rew

**ards for this quest incr
ease based on how**

many bamboo shoots you gather

•

The added amount is 150 KE for each high-quality bamboo shoot and normal-quality one.

All the player characters can make an enemy (page 236) regarding bamboo shoots

•

The difficulty level is 10. If anyone succeeds, give the following two pieces of information:

• When bamboo shoots get up and start moving the harvest, they become an enemy called Raging Bamboo. When they be-

-

come Raging Bamboo Shoots, they lose the counted as normal-

quality ones

- All other information pertaining to Raging Bamboo Shoots that can be acquired with enemy identification

▼DEPICTION

There ar

e no quests hung up at the Adventurers Guild for adventurers

. Either they

're gear

ed for high-level ones or ar

e basically

par

t-time jobs for manual labor

. Not a single request exists f

or a fledgling

Scenario Section

adventurer

.

Unwilling to let your party leave empty-handed, she reassures you

with her usual lively smile.

"I've been holding on to a job I think suits you all well. Are

you interested?"

Y

ou should probably hear her out.

▼LINES: LUNA

"

The quest I'

d like you to take on is for digging up banded

"

(present-

ent the quest details)

"

The final rewards for this quest will be based on

quality of bamboo shoots you dig up. In other words, the more of them you pick, the more you'll be paid.

"Unlike cabbages and carrots, bamboo shoots start moving, so we harvest them right before that. Okina is famous for being able to tell exactly when that is."

The bamboo shoots in Okina,

secret forests are high in quality, and the best sell for at least 150 KE each."



CONCLUSION

Once the players accept the quest, the Scene
accept the quest, the scenario ends, and you
o After Play

Middle Phase

● SCENE 2: OKINA THE BAMBOO-SHOOTER

◆ EXPLANATION

The adventurers assemble in front of the Guild at three in the morning. There, Luna introduces them to Okina. Because the location of his bamboo forest is a secret, he requests that you all be blindfolded and put into a carriage to be ferried there.

▼ DEPICTION

Very early in the morning, at 3 am, you assemble in front of the Adventurer's Guild.

-
ers Guild. A carriage pulled by four horses i
Luna intr
oduces you all to the old man sitting in the
s box and
holding the reins.

"
This is the one who put in the request—Mr
. Okina, the famous

bamboo-shoot digger

.
"

The elderly fellow
, who looks to be in his late sixties, smiles w
he rubs his hip.

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▼LINES: LUNA

"

Thank you, Mr

. Ok

ina.

"

(leaves)

▼LINES: OKINA

"I apologize f

or calling you so ear

ly in the morning. But shoots need to be
har

vested in the early hours.

"I'll bring you there in this carriage. Please g

"Y

ou'll also need to wear blindf
olds.

"

(when the player characters have boar
ded the car
riage)

"Let

,

s set off

,

then!"



CONCLUSION

Once the players hav

e boarded the carriage and set off, the Scen

.

● SCENE 3: DIGGING FOR BAMBOO SH

◆ EXPLANATION

In transit, Ok

ina explains how to dig up bamboo shoots

yer

character removes their blindf

old, it

,

s pitch-black outside, and nothing
can be seen.

•Once there, Okina lends ever

yone a special basket and shovel for dig-

ging up the bamboo shoots

- The players harvest the bamboo shoots that
't begun to move
around yet.

They may gather ones that are starting to turn
placed in a special basket, they will stop moving

- As a point of caution, Okina has laid traps in the past
ever

, he adds more traps every year

, so he doesn't

't remember where or

how he laid them around

▼DEPICTION

The carriage bumps and clatters. Since you
're all no

vice bamboo-shoot

pickers, Okina explains the secrets of the art
t.

▼LINES: OKINA

"Y

ou need only use the basket

ets and shovels I'll lend you

, and it will be
easy

.

"Both the baskets and the shovels are made
to sleep. Once you dig one up, they won't
move anymore

.

"

A while back, I thought to set up a hands-on
mining attraction, but

Scenario Section

it was too early in the morning for any customer to visit, so I gave up

."

(about the trick to digging)

"

The most important thing is not to lay a hand on the bamboo shoots that are already growing.

Y

ou run the risk of being attacked. Plus, they don't taste all that good at that point.

"Y

ou can eat freshly harvested ones raw, so if you get a lot, feel free to try one.

"



CONCLUSION

Once the conversation with Okina is finished, the player receives the bamboo for free, and the Scene ends.

● SCENE 4: EXPLORING THE BAMBOO FOREST

◆ EXPLANATION

In this Scene, everyone reaches the front of Okina's secret bamboo forest.

Okina lends the player characters the special tools for digging up bamboo shoots. Each of these is an item worth eight of 1, and they can be placed in the inventory. However

, to use a shovel

, the player must have a free hand. (Either the

right-hand slot or the left-hand slot must be

▼ DEPICTION

Before you
stands a dense grove
of bamboo. Okina will wait here for
your return.

There are just enough shovels
and baskets for every party
member to take one of each.

▼ **LINES: OKINA**

"

All right, then.

Take
these shovels and baskets with you. Any
bamboo
shoot you dig up should immediately go in
"F

ollow the dirt trail through the forest. Oh, a
eful of traps on
the way—I put them there to war

d off monsters. Keep to the path, and
you

'll come upon a clearing before t
oo long.

"I made that so the bamboo shoots would
row-

ing.

"If you see any little bumps in the ground c
y intermittent hiss-

ing noises coming from underfoot, that
,

s where to look

—dig r

ight away

.

If you take too long, the shoots will start m
"



CONCLUSION

Once the player characters enter the bamb
orest, the Scene ends.

The

next Scenes will be Dungeon Scenes.

■ ABOUT THE DUNGEON

F

rom this point on, Scenes are Dungeon Scenes. When players move

to a new Area, the Scene will change. Once an event occurs and resolves in an Area, that event will not happen again.

This dun-

geon has a simple layout, where players progress through four distinct

Areas in a straight line.

Upon entering Area 4, the Climax Phase will begin.

If the player characters exit the dungeon before reaching Area 4 (and the Climax Phase) or fail to complete the quest by sundown, the scenario will end. Go to After Play

● AREA 1: ENTRANCE TO THE BAMBOO

◆ EXPLANATION

The trail leads deeper into the forest.

Typically

, it is a well-maintained path, but goblins have ruined it.

There is a hole, which used to be a pitfall trap, that a goblin has fallen into and died in.

If the player characters decide to look into it, they will see the goblin lying on its side at the bottom of the pit, which seems a little murderous for a simple trap meant to keep animals away.

Any character who sees the goblin may pick it up.

Right next to that pitfall is another one, which a character tries to go around the hole, they will make a Sense

Threats (page 236) check of difficulty 12. If they succeed, they'll notice the pitfall there and be able to get past without triggering it. The other player characters may then ignore the trap and move past it. If a character fails the threats check, the pitfall triggers with them. If the player characters try to jump over the hole with the goblin in it, they'll need to pass a Jump (page 236) check of difficulty 12. If they succeed, they'll be able to venture farther into the forest without triggering the pitfall. Once the player characters move on, go to Area 2. The goblins ahead jumped over the hole.

There are too many tracks for the players to get a good guess as to their numbers.

Scenario Section

▼DEPICTION

What looked like a massive thick
et of only dense, ov
ergr
own bamboo at
first quickly becomes a well-tended area m
rass. It
is obvious that Okina has been tak
ing excellent care of this place

·
Y

et as you continue along the path, the gr
ound begins to look tram-
pled, and you spot a lar
ge hole. It looks lik
e the aftermath of a trap that
went off

●AREA 2: FIRST HARVEST

◆EXPLANATION

This is a clearing where players can dig for bamboo shoots.

In this Area, players will conduct their digging combat process (page 218). A number of bamboo shoots and a number of player characters will appear here.

At the beginning of the Setup Process, each player character makes a Perception check of DL 12. Upon success, the player character discovers one high-quality bamboo shoot.

The character who discovered it rolls 1d6, and that bamboo shoot is placed onto the map as described in the Bamboo Shoot Appearance Table.

Any player character who has Engaged a host

Area 2

: Com

bat Ma

p

5 m

5 m

PC

PC

5 m

5 m

5 m

5 m5 m5 m

5 m

5 m5 m5 m

Bamboo Shoot

Appearance

Point B

Bamboo Shoot

Appearance

Point A

Bamboo Shoot

Appearance

Point C

Bamboo Shoot

Appearance

Point E

Bamboo Shoot

Appearance

Point F

Bamboo Shoot

Appearance

Point D



Bamboo Shoot

Appearance Table

- 1
Point A
- 2
Point B
- 3
Point C
- 4
Point D
- 4
Point E
- 4
Point F

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in their Main Process may use a major action to dig the bamboo shoot up. However, to do this, they must be carrying the special shovel and have either their right-hand or left-hand slot open. A player character who digs for a bamboo shoot must make a Luck check of DL 10. Upon success, that character obtains a bamboo shoot (weight 1). Upon failure, they are unable to harvest the bamboo shoot, and the high-quality bamboo shoot becomes an enemy Raging Bamboo Shoot. This Raging Bamboo Shoot comes into combat and can act starting in the next round. During the Cleanup Process, change all the bamboo shoots that

weren

't placed on the map into Raging Bamboo
place them on the map.

The GM should roll a 1d6 t

o determine where

on the combat map to place it.

These Raging Bamboo Shoots can act
star

ting in the next round.

F

rom the second round on, combat lasts un

Shoots are all gone.

Raging Bamboo Shoots can attack with Exp
player character

,

s Main Pr

ocess, even bef

ore the Raging Bamboo Shoot'

s

Main Process

. I

f there are several characters to choose fr

om, the GM
should decide an attack target at random.
or attack

,
the Raging Bamboo Shoot will use
T
akeoff and exit the S
cene.

In addition, any Raging Bamboo Shoots that
Disperse, as well as an
y that have exited the Scene
, will not drop loot.

Any Raging Bamboo Shoot that hasn't
't used Explode and Disperse yet
will drop loot from their table as normal

.
After combat, when the players head deep
ea 3.

The gob

-
lins ahead of you didn't
't notice the bamboo shoots in Area 2 and

moving.

See the Ending Phase section for what to do for the bamboo shoot.

▼DEPICTION

As you travel deeper into the bamboo forest, you come to a clearing.

You hear a faint, sporadic hissing like steam escaping, as well as the rustling of the underbrush. It seems there are bamboo shoots growing here.

The time for the harvest has come.

●AREA 3: TRAPS IN THE BAMBOO FOREST

Scenario Section

◆EXPLANATION

On the path leading to the bamboo forest,

at great depths, there is an apple placed (it uses the information for Fruit, page 193).

A detectable spike-board

trap has been set on this apple, and picking the apple up will spring the trap. Any character who engages with the fruit must make a trap detection check (page 236) of DL 15. Succeeding will allow them to notice the trap.

If they can disarm the trap,

they can pick up the apple just by saying so

.

If they head farther in, move to Area 4 (the Climax Phase).

The goblins were suspicious of the apple, so they ignored it and continued to Area 4.

▼DEPICTION

As you venture deeper into the bamboo forest, you come back to a trail that looks the same as before. A closer glance reveals a single fruit sitting on the path.

Climax Phase

●AREA 4: BAMBOO-SHOOT COLONY

◆EXPLANATION

The players arrive at another bamboo-shoot

The goblins that got here first try to attack the player characters attack and defeat one of them.

Begin combat.

The enemies consist of one Goblin Leader and a number of goblins (page 276) equal

acters minus one.

Handle bamboo-shoot appearances the same

The

only differ

ence is that bamboo shoots will appear in

The

number of shoots that appear in each round player characters.

MAP:

GM Use

Area 4

Area 3

Area 2

Area 1

A: Triggered pitfall A: Triggered pitfall
(goblin corpse inside)(goblin corpse inside)

B: Detectable spike B: Detectable spike
boardboard

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The Goblin Leader and goblins will prioritize their attacks and will not go out of their way to do anything they can't anyway, since they don't have the special tools).

Like in Area 2, the bamboo shoots can either be currently performing their Main Process with Eaten, or they can exit the Scene using Takeoff. If the GM wishes, they may choose goblins as their attack targets.

▼DEPICTION

When you reach the deepest part of the bamboo forest, greeted by another clearing. The goblins that have been stomping along

ahead of you spot the part

y

, and they growl intimidatingly

.

Y

ou also hear

sporadic hissing from nearby—and then an

lins shrieks and falls over

.

Dispersing, the bamboo shoot'

s sk

in flies all over

. Evidently, the plants

are just as raring to go

.

Ending Phase

This section describes this scenario'

s Ending Phase under the assump-

tion that the players completed the quest.

The GM should improvise the

Goblin

Goblin

Leader

EngagementEngagement

Area 4

: Co

mba

t Ma

p

5 m5 m

PCPC

5 m5 m

5 m5 m5 m5 m

5 m5 m5 m5 m

Bamboo Shoot

Appearance

Point B

Bamboo Shoot

Appearance

Point A

Bamboo Shoot

Appearance

Point C

Bamboo Shoot

Appearance

Point E

Bamboo Shoot

Appearance

Point F

Bamboo Shoot

Appearance

Point D



Bamboo Shoot

Appearance T

able

- 1
Point A
- 2
Point B
- 3
Point C
- 4
Point D
- 4
Point E
- 4
Point F

Scenario Section

ending as needed to fit the events that occurred during it.

● SCENE 5: THE BAMBOO

SHOO

TS' V

AL

UE

◆ EXPLANATION

Okina greets the player characters once they get out of the bamboo for

est. T

hey

,

re blindfolded again and taken back to Axel.

On the way back, Ok

ina asks if any

of the player characters would like

to eat a bamboo shoot. If so, expend

one har
vested bamboo shoot per
player character

.

If a player character eats a bam-
boo shoot, they will be able to taste
a fresh bamboo shoot that has zer

o
astringenc
y

.

The differences in fla-
vors depend on the shoot'
s quality

:

- High-
quality bamboo shoot:

The
taste is so amazingly delicious
that any who partak
e of it are at a
loss for wor

ds

- Normal-

quality bamboo shoot:

Y

ou

'r

e surpr

ised by the flavor the

moment you put it in your mouth

After this, the play

er charac

ters

gain experience during After Play

.

See the After Play section for mor

e

details. Eating the bamboo shoots

at any point after this Scene will not

reward the play

ers with experience

points, as the plants will have lost

their freshness.

▼DEPICTION

Okina is overjoyed to see you leaving the bamboo forest.

Raging Bamboo Shoot

Type
Plant
Element: Earth

Level: 2

ID Score: 10
Ability Scores:

Strength: 13/4
Dexterity: 12/4

Agility: 9/3
Intelligence

igence: 4/1

Perception:

6/2

Mind: 12/4

Luck: 8/2

Att

ack: Tackle (Hand-to-hand/Both)

3d6+4 /

2d6+

1

6 / Cl

ose-

Com

bat (

Ph

ysical

) / C

lose

Dodge: 2d6+3

Defense: 3/4

HP: 32

MP: 18

Act

ion: 5

Move: 9

Enemy Skil

Is:

Ex

plode and Disperse, lev

el

1

: Major ac

tion.

Per

form a spe

cial attack

again

s

t a single target
withi
n f
ive meters
. The hit check for it is $3d6+6$

,
and it does $2d6$

+
1
5
f
ire magic damage. At the
end o

f t
he Main Pr
oce

ss in whi
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u use thi

s
ef
fec
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die
. If you d
ie beca
use of th
is ef
fect,
you do not drop loot

.
T
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of
f,
level 1
: M
ajor ac
tion.
Y
ou immediately
exi
t the Scene.
Flight

Ab
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y,
le
vel 1 (page 274
)

Description

: Raging Bamboo Shoots are
monsters
that utilize some
thing
pr
essurized
in thei
r root
s to f
ire of
f like a
missi
le and wil
l
indiscrim
inately at
tack
anything nearby that
moves. Upon colli
sion, the
y will explode.

Loot:

5-9

Bambo
o
-shoo
t sk
in (
1 KE)
1
0+

Nor
mal-
qualit

y
bamb
oo
sho
ot

(see scenario description)

Konosuba TRPG

306

▼LINES: OKINA

"Goblins?

What a disaster

... I

'll have to lay do

wn even more traps now

.

"

W

ant to tr

y a bite?

Y

ou can eat them raw right out of the ground

have to take those you eat out of your r

eward, though. Ho

w about it?"

◆CONCLUSION

After handling the bamboo shoots, end the

●SCENE 6: RETURNING TO THE ADVENT

◆EXPLANATION

Liquidate the bamboo shoots at the Adver

ers Guild. Bonus rewar

ds

for harvested bamboo shoots are listed below.

- High-

quality bamboo shoot: 150 KE per shoot

- Normal-

quality bamboo shoot: 20 KE per shoot

▼DEPICTION

Early that morning at the Adventurers Guild,

you place the fresh bamboo

shoots on the counter in front of Luna.

Next to you, a profes-

sional vegetable

appraiser and a broker check the crops.

You've brought,

sort of,

dividing

them into two boxes—*good* and *excellent*.

▼LINES: LUNA

"F

antastic work

W
e'll assess these right awa
y
.
"

▼LINES: OKINA

"Hmm, yes.
Thank you so much.
"How about breakfast, everyone? I'
m sure y
ou'
re hungr
y after your trip
,
so I'll treat y
ou.
"

◆CONCLUSION

After calculating rewards
, the scenario ends.

After Play

●EXPERIENCE POINTS

The experience points explained here for the
five
were five
player characters. If there were
four or less players, recalculate
the experience points. If the player character
completing the quest, calculate their experience
they
've accomplished at that point in time.

Scenario Section

If any player characters ate a bamboo shoot

,

they

will receive the experience-point bonus for it

.

The

bonus

does not stack, even if a player ate more than one. The result is highest.



COMPLETED THE QUEST

Defeated all enemies in Area

4: 5 points

Ate a high-quality bamboo shoot: 3 points

Ate a normal-quality bamboo shoot: 1 point

▼LEVEL OF ENEMIES ENCOUNTERED

Area 2:

Raging Bamboo Shoot: 2 for each that a

Area 4:

Goblin Leader: 4

Goblins: 1×5

Raging Bamboo Shoot: 2 for each that a
T

otal: 9 + Number of Raging Bamboo Sho

▼LEVEL OF TRAPS ENCOUNTERED

Area 1:

Pitfall ×2: 2

Area 3:

Spike board: 3

T

otal: 5



Base

Abilit

y Score T

able

Native
Inhabit
ant
9

8

8

8

8

8

8
Reinc
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8

9

8

9

8

7

8
Crimson M
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Clan Memb
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7

8

8

10

7

10

7



Clas

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ier T

able: Star

te

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sses

Warrio
r

+2+2+2----2620+14+8

Warrio
r
Prie
st

--+2--+2--+2-2224+10+12

Prie
st
Wiz
ard

---+2+2+2-2026+8+14

W
izar
d
Thie
f

--+2+2--+2--2422+12+10

Thief
Adventurer

11+1+1+1+1+12323+10+10-

Archer

-+2+1-+2-+124

22

+12+10Thief

Elemental Master

-

-

+1+2+2+1

-

2224+8+14Wizard

Creator

--1+2+1+2--2323+11+11Thief

Swordfighter

+1+2+2--+1--2620+14+8Warrior

Knight

+2+1+1--+2-2620+14+8Warrior

Lancer

+2+2+1--+1--2620+14+8Warrior

Rune K
night

+1+2+1+1--+1-2422+12+10Warrior



Class Modifier T
able
: Advanced Classes

Crusa
der

+

3

+

2

+

2

-

-

+

1

-

-

-

+

20

+

10

Warrio

r

Arch-priest

-

+

2

-

+

2

-

+

3

+

1

-

-

+

14

+

16

Prie

st

Arch-wizard

-

-

-

+

3

+

3

+

2

-

-

-

+

12

+

18

Wiz

ard

Assassin

-

+

2

+

3

-

+

3

-

-

-

-

+

16

+

4

Thie

f

Appendix

Konosuba: God'

s Blessing on This Wonderful World!

TRPG is a tabletop role-playing game set in the world of the novel series *Konosuba: God's Blessing on This Wonderful World!*. You take on the role of an adventurer living in that wonderful world and go on many quests.

■ Checks

- Checks are calculated by rolling 2d6 (two six-sided dice) and adding your relevant ability score to it. If this total equals or exceeds the difficulty level, you pass the check. Some things, like skills, will change the number of dice you roll
- When you roll at least 2 sixes on a check, it is called a critical, and the check automatically succeeds
- If you roll all ones, it is called a fumble, and the check automatically fails

■ Combat

● Main Process

The order of a Main Process is: move action, minor action, major action.

● Types of Movement

- Combat movement. Move (Movement) meters
- Full movement. Move (Movement+5) meters. Cannot use a minor action
- Withdrawal. Leave an Engagement with an enemy character
- Move (Movement) meters (maximum of five meters). Cannot use a minor action

■ Using Blessings

Blessings are the power the player characters have hidden within that allow them to overwrite destiny

- Add dice: Before one of your dice rolls, you can add 1 die to it for each Blessing point you spend

(to a maximum of your Luck)
•Reroll a check: Right after making a check, you can spend 1 Blessing point to reroll that check.
You may only reroll once per check

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World

! TRPG Summary



T

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Intimida
ted

Cannot use major actionsUse a minor action

Enrag

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ake –

2d6 on major-action checks against all
targets other than the character who Enraged you

Automat

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heals dur

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eanup

Proc

ess

Stunne

d

Take –1d6 on reaction checks

Automatically heals during the Initiative Process

Off

-B
alance
Cannot per
form combat movement, f
ull

movement, or withdrawal
Use a move action
Poison
Suf
f
er 5 p
oint
s of
HP Loss dur
ing the CI
leanup
Process for each eff
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tiveness level of the poison
Use a specific skill or item
Kno
ckb
ack
Lose 5 Action Points for each ef
fe
ctiveness
level of
the k
nock
back
Automat
ically
heals during th
e Cleanup Pro
cess
Daz
ed

Take –1d6 on all major actions
Automat
ically
heals during th
e Cleanup Pro



Lifestyles List

Stable
living
Lifes
ty
le
1

-

0
Subtract $CL \times 5$ f
rom your max HP and max MP
Simple liv
ing
Lifes
ty
le
1

-

$CL \times 10$
A simple li
fes
t
yle inv
olving
sleep
ing in a large
r roo
m
Economy
Lifes
ty
le
1

-

$CL \times 100$
Add 5 to your max HP and max MP
Suite

Lifes
ty
le
1

-

CL×1,000
Add 1
0 to your max HP and max MP
Roy
al
Lifes
ty
le
1

-

CL×10,000
Add 30 to your max HP and max MP

Character
Level

Character nameCharacter name

Player Name

Player Name

Age

Gender

Used Experience Points

RaceRace

Class

Class

Character Appearance

Character illustration, etc.

Height

Eye Color

Hair Color

Skin Color

of Uses:

Origin

Circumstance

Goal

Name

Effects

Base

Ability

Score

Ability

Bonus

Class

Mod

Skills,

etc.

Ability
Score
Skill
etc.
Check
(# of dice)
Right Hand:
Left Hand:

EquipmentEquipment

Head:
Body:
Other Armor:
Accessory:
Total:
Weight

Weapon / Armor

Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense
Action
Modifier
Movement
Modifier

Range Effects Page Ref.

d6
d6
d6
d6
d6
d6
d6

Combat

(Ability
Score
Used)

Combat

(Ability
Score
Used)

Hit
Check
(Dexterity)
Attack
Power
Dodge
Check
(Agility)

Physical
Defense
Magic
Defense
(Mind)
Action
Points
(Agility
+
Perception)
Movement
(Strength
+5)
Check
Hit
Modifier
Attack
Power
Dodge
Modifier
Physical
Defense
Magic
Defense

Action
Modifier

Movement
Modifier
SkillsOther

Total
(#
of

Dice)

Special
Checks
Special
Checks

Detect
traps
(Perception)
Disarm
traps
(Dexterity)
Sense
threats
(Perception)
Identify
enemy
(Intelligence)
Magic
check
(Intelligence)
Check
LevelTimingCheckTargetRangeCost

Max
SL
Effects
Page
Ref.

SkillOther

Total
(#
of
Dice)

LifestyleLifestyle
Skill
Skill
Belongings
WeightWeight

Belongings

WeightWeight

Possession

Weight

/

Carrying

Capacity:

Money

d6

d6

d6

d6

d6

d6

d6

d6

BelongingsBelongings

Combat

(Ability Score Used)

Combat

(Ability Score Used)

Hit Check (Dexterity)

Attack Power

Dodge Check (Agility)

Physical Defense

Magic Defense (Mind)

Action Points

(Agility + Perception)

Movement (Strength +5)

Check

Hit

Modifier

Attack

Power

Dodge

Modifier

Physical

Defense

Magic

Defense

Action

Modifier

Movement

Modifier

SkillsOther Total (# of Dice)

Special Checks Special Checks

Detect traps (Perception)
Disarm traps (Dexterity)
Sense threats
(Perception)
Identify enemy
(Intelligence)
Magic check
(Intelligence)
Check
LevelTimingCheckTargetRangeCost

Max
SL
Effects Page Ref.

SkillOther

Total
(# of Dice)

LifestyleLifestyle

Skill

Skill

Belongings

WeightWeight

Belongings

WeightWeight

Possession Weight /
Carrying Capacity:

Money

d6
d6
d6
d6
d6
d6
d6

BelongingsBelongings

Record Sheet

Record Sheet

HP

Maximum

MP

Maximum

Blessings

Maximum

Game Master’s Signature

Base Ability Score Calculation

Race:

Bonus Points (5 points)

Base Ability Scores

Ability Bonus

StrengthDexterityAgility

Intelligence

PerceptionMindLuck

Notes

Possessions

Possessions

Money

(Weight)

(Weight)

Experience Point Table

- Participated in the session until the end points
- Completed the quest points
- Total enemy level encountered ÷ Number of PCs points
- Total trap level encountered ÷ Number of PCs points
- Good role-play points
- Said or did things that helped another player points
- Helped the session move along points
- Helped with providing location or scheduling around participants points

Subtotal points

- Couldn't pay Lifestyle costs

Total points

Experience Points
Character Name

Player Name

Scenario Name
Game Master Name
Date
Lifestyle

Name

Effect

To Pay during After Play

Session Sheet

Session Sheet

Game Master Name

Scenario Name

Date

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Date

RaceClassNotes (Such as Action Points)

Player Name

EXP Gained (Subtotal)

Notes

Total Experience Points

**Helped procure a location
or with communication**

1 point

of players

3

Total

After Calculation

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